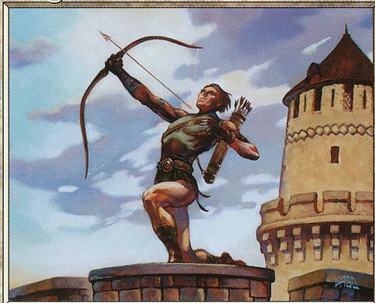


Longbow Archer

2



Creature — Soldier

7

First strike

Longbow Archer may block as though it had flying.

Some say they have the blood of hawks running through their veins.

Illus. Ray Lago

TM & © 1993–2001 Wizards of the Coast, Inc. 26/350

2/2

Topan Freeblade

1



Creature — Human Soldier

1

Vigilance

Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

"My scars are my sigils. I will wear them with pride long after you're gone."

2/2

037/249 U
IMA • EN JOHANNES VOSS

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Kithkin Greatheart

1



Creature — Kithkin Soldier

1

As long as you control a Giant, Kithkin Greatheart gets +1/+1 and has first strike.

Sometimes a curious giant singles out a "little one" to follow for a few days, never realizing the effect it will have on the little one's life.

2/1

Greg Staples

TM & © 2013 Wizards of the Coast 21/229

Soltari Visionary

1



Summon Cleric

1

Shadow (This creature can block or be blocked by only creatures with shadow.)

If Soltari Visionary damages any player, destroy target enchantment that player controls.

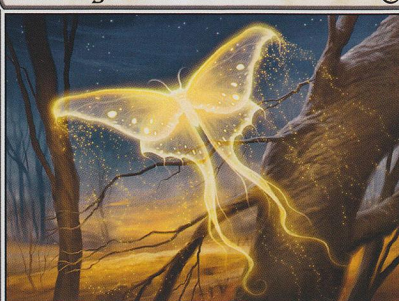
Illus. Adam Rex

©1993–1998 Wizards of the Coast, Inc. 20/143

2/2

Goldenglow Moth

1



Creature — Insect

1

Flying

Whenever Goldenglow Moth blocks, you may gain 4 life.

Ordinary moths follow it, drawn to its light.

0/1

Howard Lyon

TM & © 1993–2008 Wizards of the Coast, Inc. 6/301

Benalish Trapper

1



Creature — Soldier

1

*, ☞: Tap target creature.

"I'm up here. You're down there. Now who's the lower life form?"

Illus. Ken Meyer, Jr.

©1993–2000 Wizards of the Coast, Inc. 8/350

1/2

Stonybrook Schoolmaster

2



Creature — Merfolk Wizard

2

Whenever Stonybrook Schoolmaster becomes tapped, you may put a 1/1 blue Merfolk Wizard creature token into play.

Merrow schools rarely form by design. They come together naturally as eager learners surround the wisest teachers.

Quinton Hoover & Val Mayerik

TM & © 1993–2008 Wizards of the Coast, Inc. 25/150

1/2

Charging Paladin

2



Summon Creature

1

If Charging Paladin attacks, it gets +0/+3 until the end of the turn.

A true warrior's thoughts are of victory, not death.

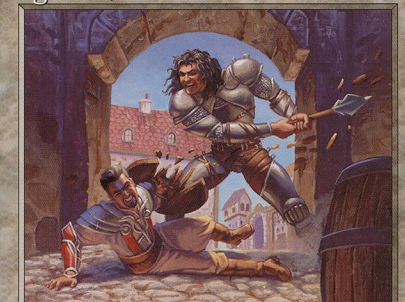
Illus. Kev Walker

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2/+2

Ignoble Soldier

2



Creature — Soldier

1

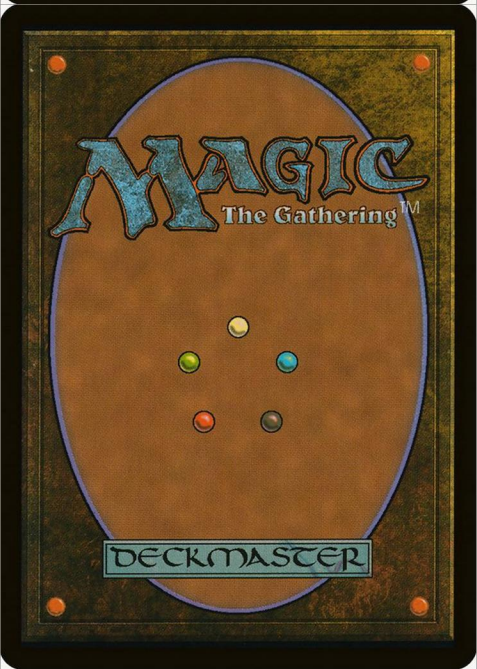
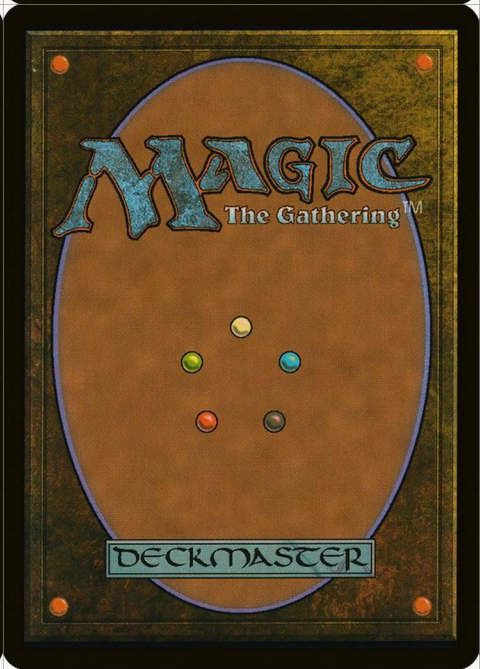
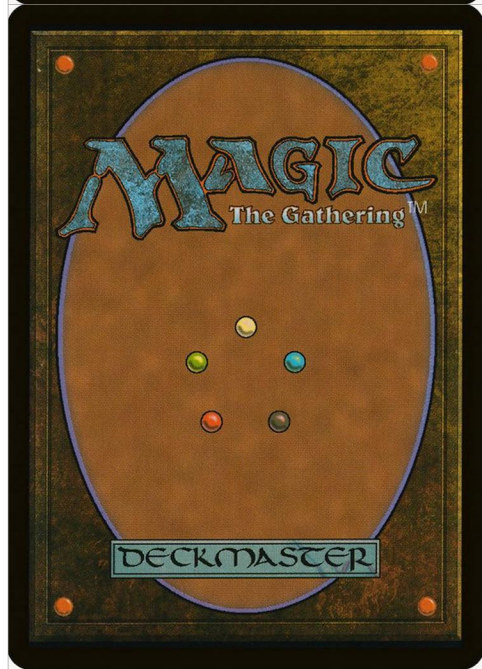
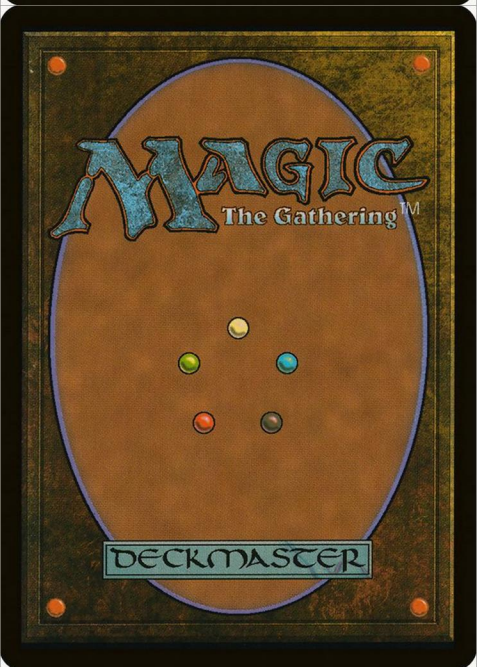
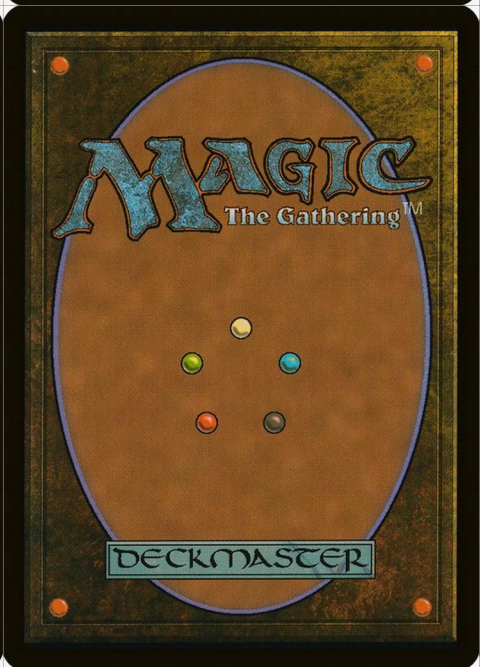
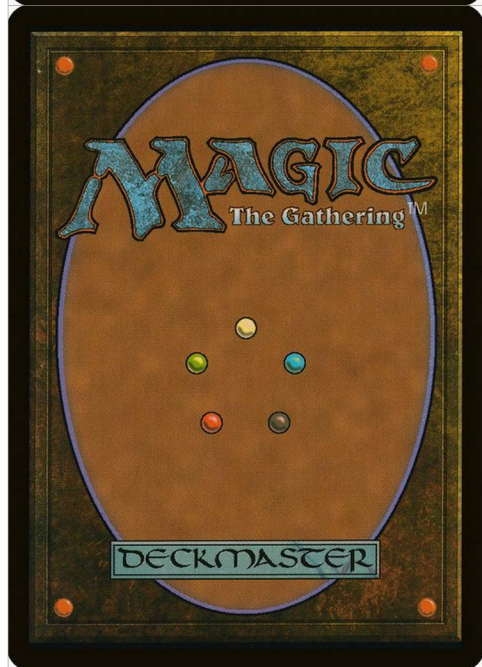
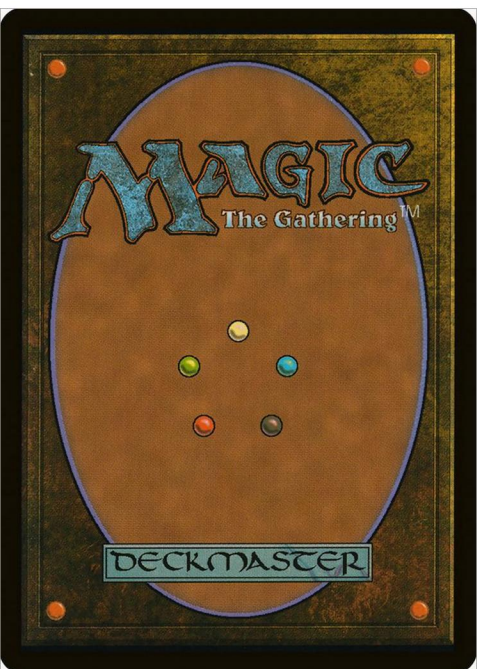
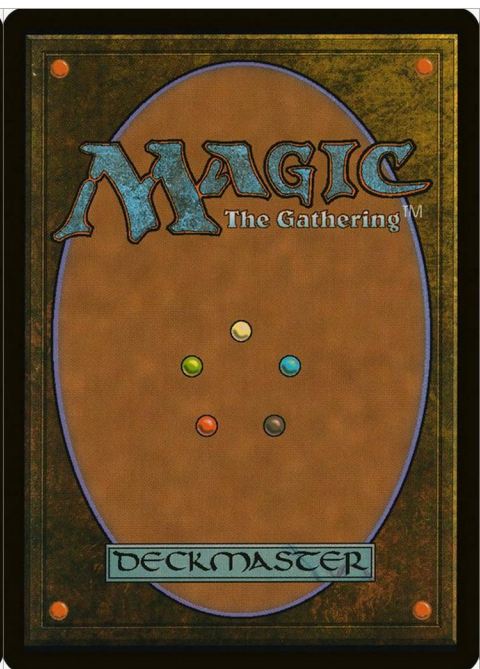
Whenever Ignoble Soldier becomes blocked, prevent all combat damage that would be dealt by it this turn.

Cowardice is a term invented by those with no cunning.

Illus. Mark Romanoski

©1993–1999 Wizards of the Coast, Inc. 22/350

3/1



Resistance fighter

*



Summon Soldier

Sacrifice Resistance Fighter: Target creature deals no combat damage this turn.

"My soldiers fought without hesitation, died without doubt."

—Sidar Jabari

Illus. Cecil Fernando
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1/1

Affa Protector

2*



Creature — Human Soldier Ally

Vigilance

"Through all the terrors we face, I hold on to the memory of the world before the Eldrazi came. I'd like to see that world again."

014/184 C
OGW • EN

IZZY

™ & © 2016 Wizards of the Coast

1/4

Kor Scythemaster

2*



Creature — Kor Soldier Ally

Kor Scythemaster has first strike as long as it's attacking.

The kor of Zendikar are known for quiet determination in the face of overwhelming odds.

023/184 C
OGW • EN

RYAN PANCOAST

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3/1

Kor Hookmaster

2*



Creature — Kor Soldier

When Kor Hookmaster enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.

"For us, a rope represents the ties that bind the kor. For you, it's more literal."

2/2

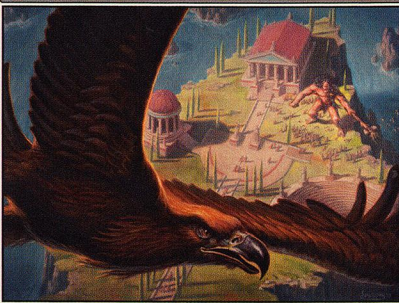
010/249 C
MM3 • EN

WAYNE REYNOLDS

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Eagle of the Watch

2*



Creature — Bird

Flying (This creature can't be blocked except by creatures with flying or reach.)

Vigilance (Attacking doesn't cause this creature to tap.)

"Even from miles away, I could see our eagles circling. That's when I knew we were needed at home."

—Kanlos, Akroan captain

275/272 C
ORI • EN

SCOTT MURPHY

™ & © 2015 Wizards of the Coast

2/1

Griffin Sentinel

2*



Creature — Griffin

Flying

Vigilance (Attacking doesn't cause this creature to tap.)

Once a griffin sentinel adopts a territory as its own, only death can force it to betray its post.

—Warren Mahy

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1/3

Rune-Cervin Rider

3*



Creature — Elf Knight

Flying

*: Rune-Cervin Rider gets +1/+1 until end of turn.

Things of beauty are in constant peril. The riders whisk them to safety, ahead of the encroaching darkness.

—Dan Scott

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2/2

Burrenton Bombardier

2*



Creature — Kithkin Soldier

Flying

Reinforce 2—2* (2*, Discard this card: Put two +1/+1 counters on target creature.)

The flasks provide ballast, a means of steering, and—with a little luck—a way to deliver ward-spells to cohorts below.

—Ron Spencer

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2/2

Ramosian Lieutenant

1*



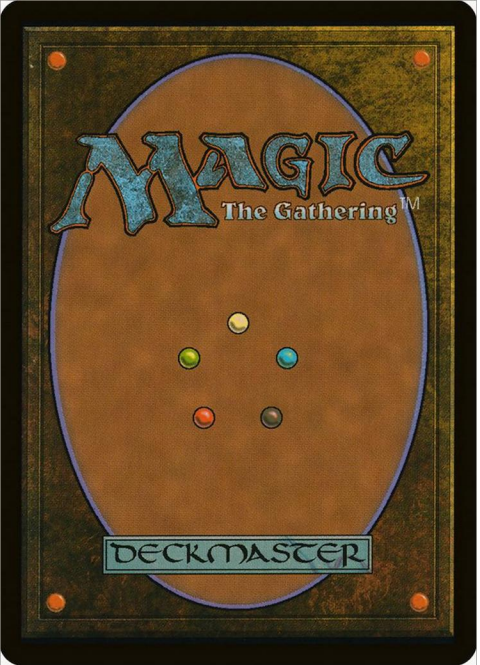
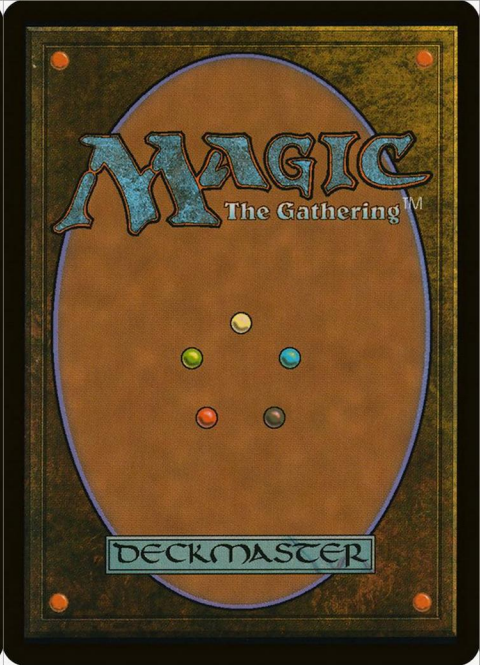
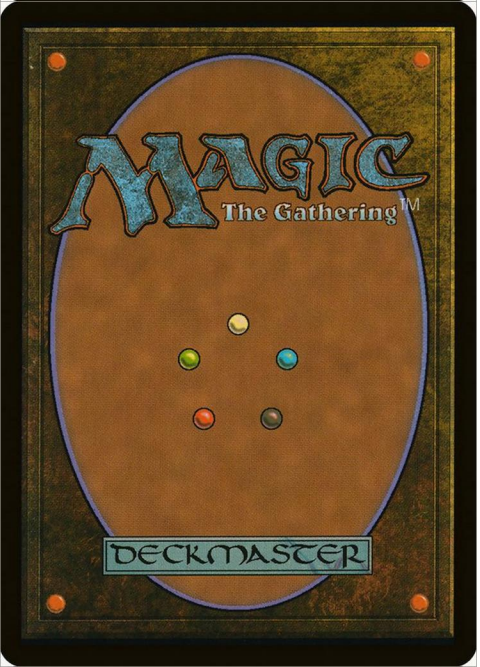
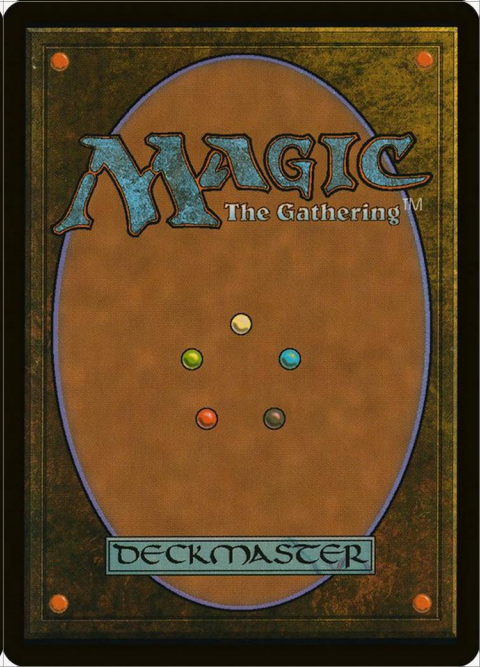
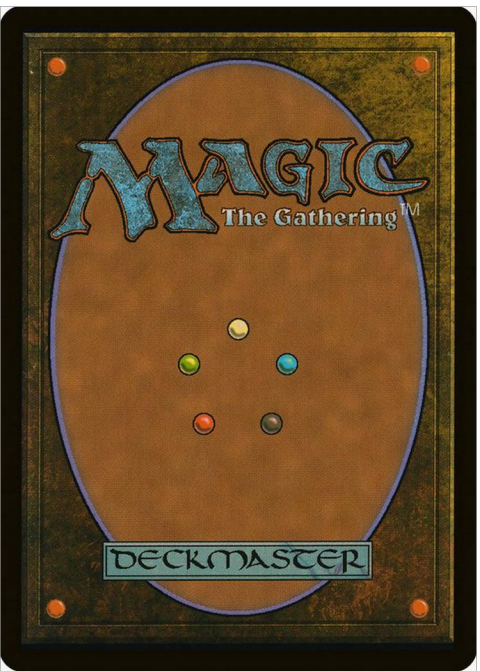
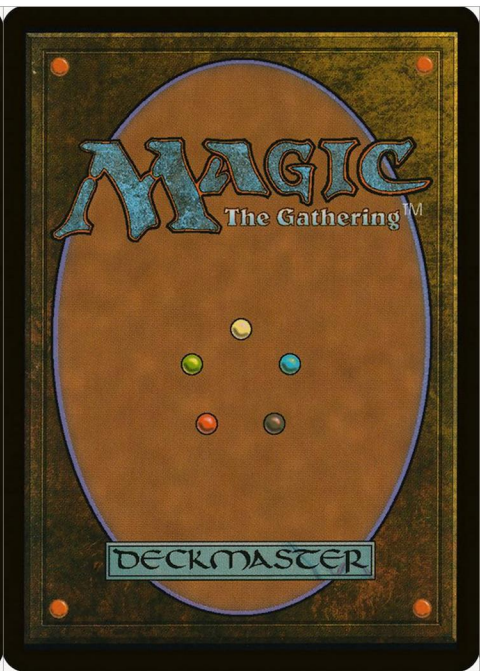
Creature — Rebel

4, ♣: Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

"Give me your hand and I will give you victory."

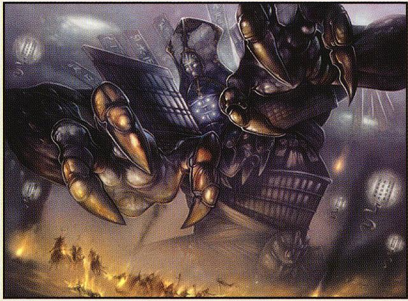
Illus. Alan Pollack
© 1993–1999 Wizards of the Coast, Inc. 37/350

1/2



Hikari, Twilight Guardian

3



Legendary Creature — Spirit



Flying

Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN GLEN ANGUS

™ & © 2015 Wizards of the Coast

Griffin Rider

1



Creature — Human Knight



As long as you control a Griffin creature, Griffin Rider gets +3/+3 and has flying.

After fighting alongside the griffin riders, older knights of Thune learned to admire a mount that could rip an enemy to shreds in seconds.

— Steve Prescott

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1/1

Tireless Missionaries

4



Creature — Human Cleric



When Tireless Missionaries enters the battlefield, you gain 3 life.

If they succeed in their holy work, their order will vanish into welcome obscurity, for there will be no more souls to redeem.

2/3

039/269 C
M15 • EN DAVE KENDALL

™ & © 2014 Wizards of the Coast

Cartouche of Solidarity



Enchantment — Aura Cartouche



Enchant creature you control
When Cartouche of Solidarity enters the battlefield, create a 1/1 white Warrior creature token with vigilance. Enchanted creature gets +1/+1 and has first strike.

007/269 C
AKH • EN KIERAN YANNER

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Glorious Charge

1



Instant



Creatures you control get +1/+1 until end of turn.

"One's blade is only as sharp as one's conviction."
— Ajami Goldmane

— Izzy

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Inspired Charge

2



Instant



Creatures you control get +2/+1 until end of turn.

"For the lands you have lost and the beauty that remains, for freedom and the future, we must hold nothing back!"
— Gideon Jura

032/274 C
BFZ • EN WILLIAM MURAI

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Safe Passage

2



Instant



Prevent all damage that would be dealt to you and creatures you control this turn.

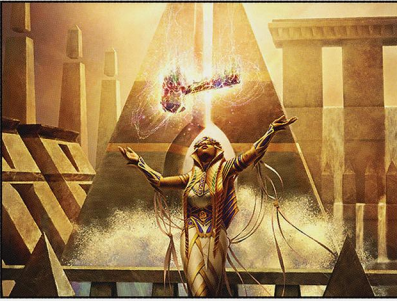
With one flap of her wings, the angel beat back the fires of war.

— Christopher Moeller

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Forsake the Worldly

2



Instant



Exile target artifact or enchantment.

Cycling 2 (2, Discard this card: Draw a card.)

"Why cling to these trappings? They are but tools and affections. True wealth can be possessed only in the afterlife."

013/269 C
AKH • EN STEVE ARGYLE

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Fortified Rampart

1



Creature — Wall



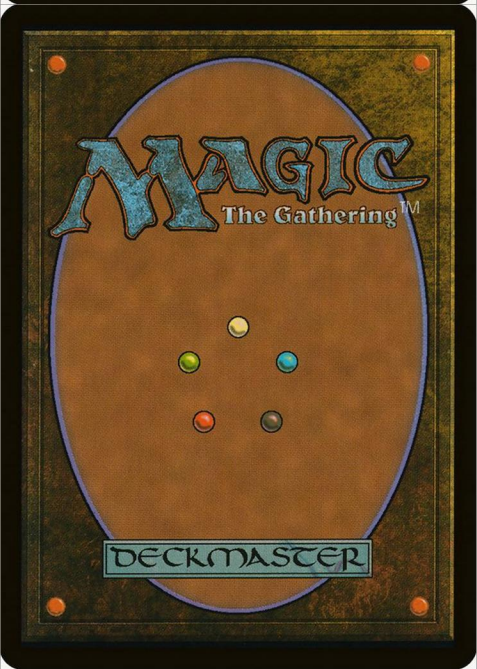
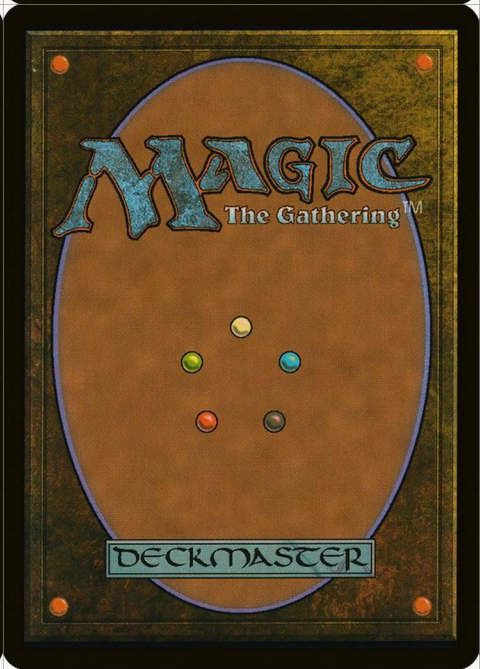
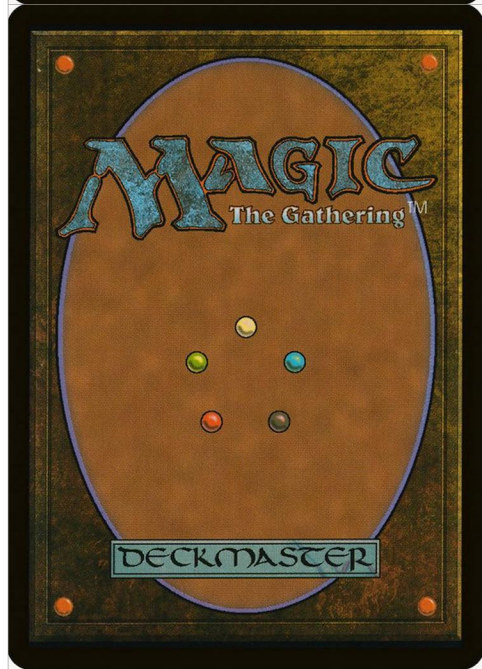
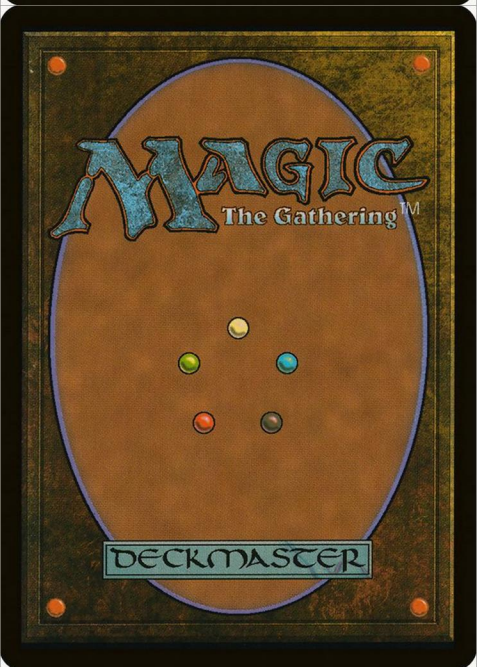
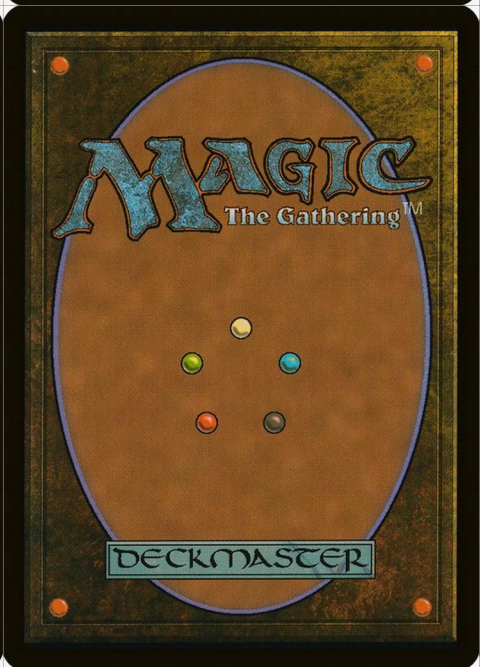
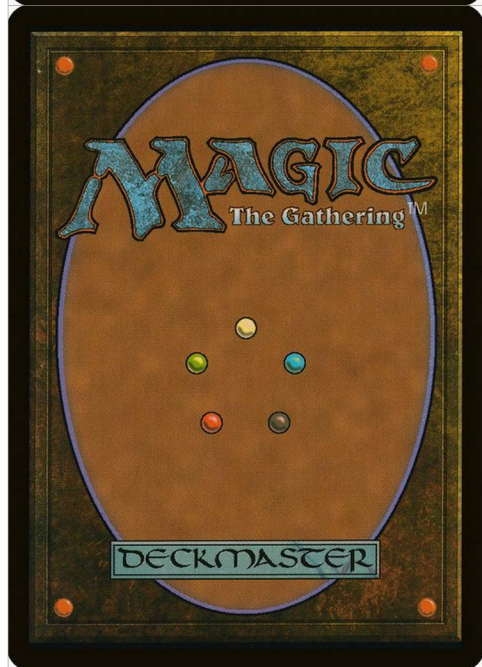
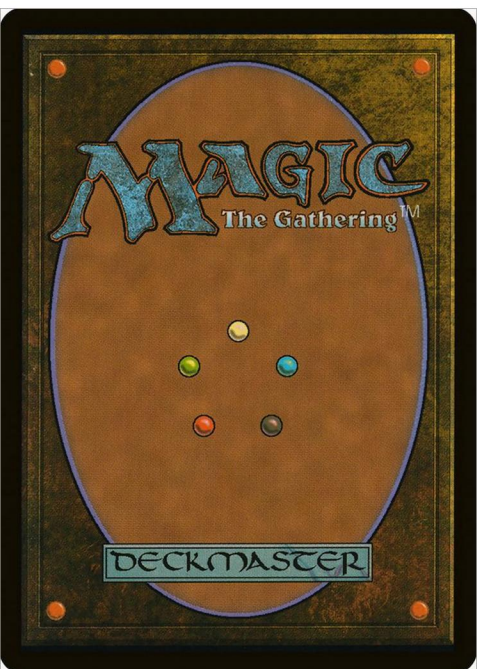
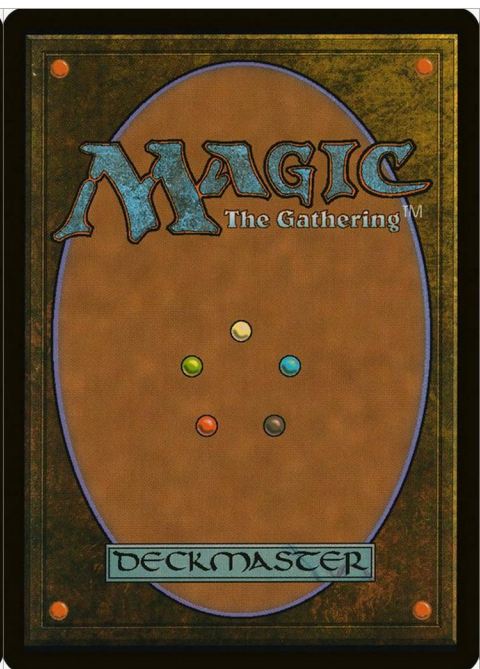
Defender

The refuge's defenses allow new recruits to see lesser Eldrazi up close, stealing their stomachs for what's to come.

0/6

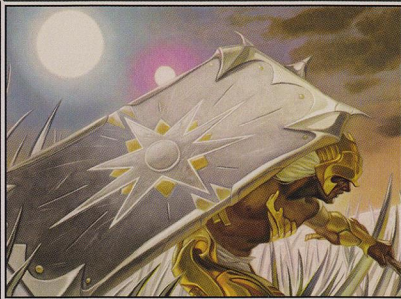
027/274 C
BFZ • EN DAVID GAILLET

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Accorder's Shield

0



Artifact — Equipment

Equipped creature gets +0/+3 and has vigilance.

Equip 3

An Auriok shield is polished to a mirror finish even on the inside, enabling its bearer to watch foes ahead and behind.

Alan Pollack

™ & © 1993–2010 Wizards of the Coast LLC 136/249

Divine Offering

1 *



Instant

Destroy target artifact. Gain an amount of life equal to that artifact's casting cost.

*"Suq'Ata believe in trade; Femeref, alms; Zhalfirins, steel. Be warned, Kaervek—now we are joined."
—Sidar Jabari*

Illus. Terese Nielsen

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Samite Healer

1 *



Creature — Human Cleric

☞: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

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1/1

Watchwing Scarecrow

4



Artifact Creature — Scarecrow

Watchwing Scarecrow has vigilance as long as you control a white creature.

Watchwing Scarecrow has flying as long as you control a blue creature.

The wings are held in place by wicker rods. The rods are held in place by pure faith.

Chuck Lukacs

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2/4

Changeling Sentinel

3 *



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)

Vigilance

There's nothing more unsettling than locking blades with something that looks just like you.

Chuck Lukacs

™ & © 1993–2008 Wizards of the Coast, Inc. 6/150

3/2

Marsh Threader

1 *



Creature — Kor Scout

Swampwalk

"Give me a sturdy rope over the advice of any so-called expert. I can thread the dark wilds better than anyone."

David Palumbo

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2/1

Deadeye Harpooner

2 *



Creature — Dwarf Warrior

Revolt — When Deadeye Harpooner enters the battlefield, if a permanent you controlled left the battlefield this turn, destroy target tapped creature an opponent controls.

"It seems there's even better hunting down here."

2/2

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