

Thurid, Mare of Destiny 2**



Legendary Creature — Pegasus

Flying, lifelink
Whenever you cast a Pegasus, Unicorn, or Horse creature spell, copy it. *(The copy becomes a token.)*
Other Pegasi, Unicorns, and Horses you control get +1/+1.

2/4

M 0033
J25 • EN 石川健太/KENTA ISHIKAWA

Celestial Unicorn 2**



Creature — Unicorn

Whenever you gain life, put a +1/+1 counter on Celestial Unicorn.

"The true champion of the sun shall arrive on swift hooves, bearing a light to pierce the bleakest darkness."
—Korinna, Meletian oracle

3/2

C 0097
J25 • EN ALESSANDRA PISANO

Steadfast Unicorn *



Creature — Unicorn

3*: Creatures you control get +1/+1 and gain vigilance until end of turn. Activate only during your turn. *(Attacking doesn't cause them to tap.)*
As the majestic creature pranced through the market, furious haggling calmed and arguments trailed off.

1/2

C 0103
J25 • EN LEESHA HANNIGAN

Brightmare 2**



Creature — Unicorn

When Brightmare enters, tap up to one target creature. You gain life equal to that creature's power.
A ray of hope in the darkest night.

2/3

U 0175
J25 • EN STEVEN BELLEDIN

Ronom Unicorn 1**



Creature — Unicorn

Sacrifice Ronom Unicorn: Destroy target enchantment.
The aberrant magic of the Rimewind drew the unicorns back from the northern wastes to do battle once again.

2/2

C 0247
J25 • EN CARL CRITCHLOW

Shield Mare 1**



Creature — Horse

Shield Mare can't be blocked by red creatures.
When Shield Mare enters or becomes the target of a spell or ability an opponent controls, you gain 3 life.
When it passes, order defeats chaos.

2/3

U 0253
J25 • EN LUCAS GRACIANO

Sungrace Pegasus 1*



Creature — Pegasus

Flying
Lifelink *(Damage dealt by this creature also causes you to gain that much life.)*
The sacred feathers of the pegasus are said to have healing powers.

1/2

C 0265
J25 • EN PHILL SIMMER

Sunmane Pegasus 3**



Creature — Pegasus

Flying
1*: Sunmane Pegasus gains vigilance and lifelink until end of turn. *(Attacking doesn't cause it to tap. Damage dealt by it also causes you to gain that much life.)*
Chosen by Heliod, Daxos approached the pegasus without fear, and rode it without saddle or reins.

2/3

C 0267
J25 • EN JOHN SEVERIN BRASSILL

Tenacity 3**



Instant

Creatures you control get +1/+1 and gain lifelink until end of turn. Untap those creatures. *(Damage dealt by those creatures also causes you to gain that much life.)*
"Deep in the ugliness of war, she appeared to remind us of the love for which we fight."
—Syr Agata of Ardenvale

U 0104
J25 • EN LIIGA SMILSHKALNE

Moment of Triumph



Instant



Target creature gets +2/+2 until end of turn. You gain 2 life.

"The time of salvation is at hand. Dusk washes over the world, and the Legion will rise immortal!"

C 0229
J25 • EN • STEVEN BELLEDIN

™ & © 2024 Wizards of the Coast

Outflank



Instant



Outflank deals damage to target attacking or blocking creature equal to the number of creatures you control.

"With the drum of hooves and a flash of blades, the monster's terrifying roar changed to a cry of fear."
—Legend of the Gilded Knights

C 0233
J25 • EN • VICTOR ADAME MINGUEZ

™ & © 2024 Wizards of the Coast

Banishing Light



Enchantment



When Banishing Light enters, exile target nonland permanent an opponent controls until Banishing Light leaves the battlefield.

"The kami have declared that courtyard a no-fly zone."
—Light-Paws

U 0096
J25 • EN • IRINA NORDSOL

™ & © 2024 Wizards of the Coast

Thriving Heath



Land



Thriving Heath enters the battlefield tapped. As Thriving Heath enters the battlefield, choose a color other than white.

• Add * or one mana of the chosen color.

"Vortis is ours. We, the Menoptra, are reclaiming it."
—Vrestin

C 0326
WHO • EN • SEAN VO

© BBC
™ & © 2023 Wizards of the Coast

Thriving Heath



Land



Thriving Heath enters the battlefield tapped. As Thriving Heath enters the battlefield, choose a color other than white.

• Add * or one mana of the chosen color.

"Vortis is ours. We, the Menoptra, are reclaiming it."
—Vrestin

C 0326
WHO • EN • SEAN VO

© BBC
™ & © 2023 Wizards of the Coast

Brimaz, King of Oreskos



Legendary Creature — Cat Soldier



Vigilance

Whenever Brimaz, King of Oreskos attacks, create a 1/1 white Cat Soldier creature token with vigilance that's attacking.

Whenever Brimaz blocks a creature, create a 1/1 white Cat Soldier creature token with vigilance that's blocking that creature.

3/4

497
SLD • EN • PETER DIAMOND

™ & © 2022 Wizards of the Coast

Dawnwing Marshal



Creature — Cat Soldier



Flying

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

"Horizon to horizon, mountain to sea. Everything within is ours to protect."

2/2

U 0001
J25 • EN • ALDO DOMINGUEZ

™ & © 2024 Wizards of the Coast

Basri's Acolyte



Creature — Cat Cleric



Lifelink (Damage dealt by this creature also causes you to gain that much life.)

When Basri's Acolyte enters, put a +1/+1 counter on each of up to two other target creatures you control.

Basri carries on his god's legacy, spreading her teachings throughout the Multiverse.

2/3

C 0170
J25 • EN • LEESHA HANNIGAN

™ & © 2024 Wizards of the Coast

Ingenious Leonin



Creature — Cat Soldier



3*: Put a +1/+1 counter on another target attacking creature you control. If that creature is a Cat, it gains first strike until end of turn. (It deals combat damage before creatures without first strike.)

Leonin claws were already deadly weapons of natural evolution before he improved upon them.

4/4

U 0211
J25 • EN • ERIC DESCHAMPS

™ & © 2024 Wizards of the Coast

King of the Pride

2



Creature — Cat



Other Cats you control get +2/+1.

*"Glorious, to walk again across the savannah with my beloved."
—"Love Song of Night and Day"*

2/1

U 0214
J25 • EN • JONATHAN KUO

™ & © 2024 Wizards of the Coast

Leonin of the Lost Pride

1



Creature — Cat Warrior



When Leonin of the Lost Pride dies, exile target card from an opponent's graveyard.

Leonin band together in the Underworld, taking solace in their strength until, at last, both pride and self are forgotten.

3/1

C 0215
J25 • EN • AARON MILLER

™ & © 2024 Wizards of the Coast

Leonin Vanguard

1



Creature — Cat Soldier



At the beginning of combat on your turn, if you control three or more creatures, Leonin Vanguard gets +1/+1 until end of turn and you gain 1 life.

The best fighters are skilled in both harming and healing.

1/1

U 0216
J25 • EN • AARON MILLER

™ & © 2024 Wizards of the Coast

Savannah Lions

1



Creature — Cat



*One alone is fearsome; one among many is unstoppable.
—Benalish proverb*

2/1

C 0249
J25 • EN • WINONA NELSON

™ & © 2024 Wizards of the Coast

Impeccable Timing

1



Instant



Impeccable Timing deals 3 damage to target attacking or blocking creature.

When Baral constructed his trap for Chandra, he did not account for the arrival of an enormous leonin wielding a twin-headed axe.

1

C 0209
J25 • EN • CHRIS RALLIS

™ & © 2024 Wizards of the Coast

Take Up the Shield

1



Instant



Put a +1/+1 counter on target creature. It gains lifelink and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

"You are all part of my pride. As long as I live, I will protect you."

1

C 0270
J25 • EN • MANUEL CASTAÑÓN

™ & © 2024 Wizards of the Coast

Pacifism

1



Enchant Creature



Enchanted creature can't attack or block.

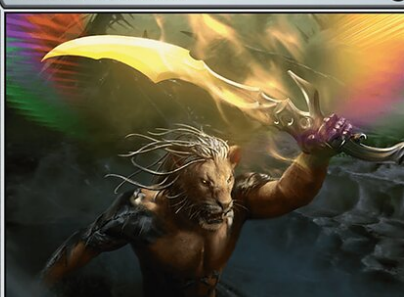
Even those born to battle could only lay their blades at Akroma's feet.

Illus. Matthew D. Wilson

™ & © 1993–2002 Wizards of the Coast, Inc. 47/350

Leonin Scimitar

1



Artifact — Equipment



Equipped creature gets +1/+1.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

"Our enemies may be more metal than flesh. Good reason to wield a blade that will cut either."

1

C 0152
J25 • EN • FRANCISCO MIYARA

™ & © 2024 Wizards of the Coast

Pol Jamaar, Illusionist

4



Legendary Creature — Human Illusion Wizard



Flying

When Pol Jamaar, Illusionist enters, choose a creature type. Draw a card for each creature you control of that type.

"Real" is a more flexible concept than you might think.

4/5

M 0038
J25 • EN • KUREGURE

™ & © 2024 Wizards of the Coast

Lord of the Unreal



Creature — Human Wizard



Illusion creatures you control get +1/+1 and have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

"The dream does not end until I say so."

2/2

R 0322
J25 • EN • JASON CHAN

™ & © 2024 Wizards of the Coast

Phantasmal Shieldback



Creature — Turtle Illusion



When Phantasmal Shieldback becomes the target of a spell or ability, sacrifice it. When Phantasmal Shieldback dies, draw a card.

It materialized in the mist, and the invading horde broke like waves against solid rock.

1/3

U 0008
J25 • EN • DANIEL LJUNGGREN

™ & © 2024 Wizards of the Coast

Murmuring Mystic



Creature — Human Wizard



Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.

"Go on now, get up there and take a gander at what's beyond those hills for me."

1/5

U 0107
J25 • EN • VOLKAN BAGA

™ & © 2024 Wizards of the Coast

Haunting Figment



Creature — Illusion



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

Haunting Figment can't be blocked as long as you've cast an instant or sorcery spell this turn.

Some bad dreams stay with you forever.

2/1

C 0317
J25 • EN • CHRIS COLD

™ & © 2024 Wizards of the Coast

Krovikan Mist



Creature — Illusion



Flying

Krovikan Mist's power and toughness are each equal to the number of Illusions on the battlefield.

Plague-induced dreams became real as they swirled above Krov, mingling with the magical residue of the World Spell.

★/★

C 0319
J25 • EN • JEREMY JARVIS

™ & © 2024 Wizards of the Coast

Oneirophage



Creature — Squid Illusion



Flying

Whenever you draw a card, put a +1/+1 counter on Oneirophage.

It manifests at wizard academies to siphon inspiration from young prodigies.

1/2

U 0337
J25 • EN • MARTINA PILCEROVA

™ & © 2024 Wizards of the Coast

Phantom Ninja



Creature — Illusion Ninja



Phantom Ninja can't be blocked.

"Ninjas can run across water, pull ladders from pockets, kill with a kiss, and slip between bricks. Pack of lies, I say."

—Benden, teahouse gossip

2/2

C 0345
J25 • EN • JOE SLUCHER

™ & © 2024 Wizards of the Coast

Phantom Ninja



Creature — Illusion Ninja



Phantom Ninja can't be blocked.

"Ninjas can run across water, pull ladders from pockets, kill with a kiss, and slip between bricks. Pack of lies, I say."

—Benden, teahouse gossip

2/2

C 0345
J25 • EN • JOE SLUCHER

™ & © 2024 Wizards of the Coast

Opt



Instant



Scry 1. *(Look at the top card of your library. You may put that card on the bottom.)*

Draw a card.

"It's easy to anticipate Captain Storm's orders: take the more dangerous route."

C 0339
J25 • EN • CRAIG I SPEARING

™ & © 2024 Wizards of the Coast

Phantasmal Form 2



Instant

Until end of turn, up to two target creatures each have base power and toughness 3/3, gain flying, and become blue Illusions in addition to their other colors and types.
Draw a card.

Within each of us lurks the fathomless.

C 0344
J25 • EN • STEVE ARGYLE

Supreme Will 2



Instant

Choose one —

- Counter target spell unless its controller pays 3.
- Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

U 0370
J25 • EN • ALAYNA DANNER

Starlight Snare 2



Enchantment — Aura

Enchant creature
When Starlight Snare enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.

C 0009
J25 • EN • BORJA PINDADO

Starlight Snare 2



Enchantment — Aura

Enchant creature
When Starlight Snare enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.

C 0009
J25 • EN • BORJA PINDADO

Thriving Isle



Land

Thriving Isle enters the battlefield tapped.
As Thriving Isle enters the battlefield, choose a color other than blue.
• Add or one mana of the chosen color.

*"Whoa, far out! Are you quite sure this is the planet you aimed for?"
—Peri Brown*

C 0327
WHO • EN • BRUCE BRENNISE

Thriving Isle



Land

Thriving Isle enters the battlefield tapped.
As Thriving Isle enters the battlefield, choose a color other than blue.
• Add or one mana of the chosen color.

*"Whoa, far out! Are you quite sure this is the planet you aimed for?"
—Peri Brown*

C 0327
WHO • EN • BRUCE BRENNISE

Taeko, the Patient Avalanche 3



Legendary Creature — Turtle Ninja

Taeko, the Patient Avalanche enters tapped.
Whenever another creature you control leaves the battlefield, if it didn't die, scry 1 and put a +1/+1 counter on Taeko.
Whenever Taeko attacks, you may pay .
When you do, target attacking creature can't be blocked this turn.

4/5

M 0039
J25 • EN • ござん/GOSSAN

Ninja of the Deep Hours 3



Creature — Human Ninja

Ninjutsu 1 (1, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)
Whenever Ninja of the Deep Hours deals combat damage to a player, you may draw a card.

2/2

C 0108
J25 • EN • RANDY VARGAS

Moon-Circuit Hacker 1



Enchantment Creature — Human Ninja

Ninjutsu (, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)
Whenever Moon-Circuit Hacker deals combat damage to a player, you may draw a card. If you do, discard a card unless Moon-Circuit Hacker entered the battlefield this turn.

2/1

C 0327
J25 • EN • TIA MASIC

Moonsnare Specialist

3



Creature — Human Ninja

Ninjutsu 2 (2, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)

When Moonsnare Specialist enters, return up to one target creature to its owner's hand.

2/2

C 0328
J25 • EN • LIE SETIAWAN

™ & © 2024 Wizards of the Coast

Network Disruptor

1



Artifact Creature — Moonfolk Rogue

Flying

When Network Disruptor enters, tap target permanent.

"Just as I suspected. They thought they'd hidden the terminal, so they got lazy with the encryption."

1/1

C 0334
J25 • EN • VIKO MENEZES

™ & © 2024 Wizards of the Coast

Nightveil Sprite

1



Creature — Faerie Rogue

Flying

Whenever Nightveil Sprite attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

"We're on the fortieth floor, with one window, no balcony. No one could possibly get in."
—Minoz, Orzhov chief of security

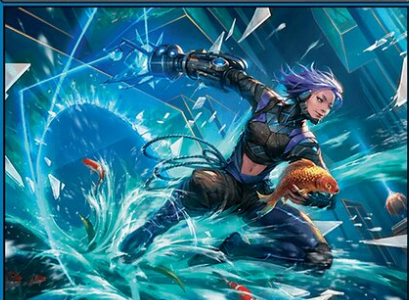
1/2

U 0335
J25 • EN • URIAH YOTH

™ & © 2024 Wizards of the Coast

Prosperous Thief

2



Creature — Human Ninja

Ninjutsu 1 (1, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)

Whenever one or more Ninja or Rogue creatures you control deal combat damage to a player, create a Treasure token. (It's an artifact with "Sacrifice this artifact: Add one mana of any color.")

3/2

U 0346
J25 • EN • FAJAREKA SETIAWAN

™ & © 2024 Wizards of the Coast

Fading Hope

1



Instant

Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

"At least I won't become one of ... those things."

U 0310
J25 • EN • ROYINA CAI

™ & © 2024 Wizards of the Coast

Whirlwind Denial

2



Instant

For each spell and ability your opponents control, counter it unless its controller pays 4.

"No, no, and ... no."

U 0388
J25 • EN • LIE SETIAWAN

™ & © 2024 Wizards of the Coast

Smoke Shroud

1



Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+1 and has flying.

When a Ninja you control enters, you may return Smoke Shroud from your graveyard to the battlefield attached to that creature.

C 0361
J25 • EN • MICAH EPSTEIN

™ & © 2024 Wizards of the Coast

Vilis, Broker of Blood

5



Legendary Creature — Demon

Flying

Pay 2 life: Target creature gets -1/-1 until end of turn.
Whenever you lose life, draw that many cards. (Damage causes loss of life.)

"Sign or don't, it makes little difference to me. It is your fate that hangs in the balance."

8/8

R 0070
J25 • EN • 竹内基/TAKEUCHI MOTO

™ & © 2024 Wizards of the Coast

Dark Confidant

1



Creature — Human Wizard

At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its converted mana cost.

Greatness, at any cost.

2/1

342 M
2XM • EN • MARK ZUG

™ & © 2020 Wizards of the Coast

Scourge of the Undercity 1



Creature — Gorgon Vampire

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

When Scourge of the Undercity enters, another target creature you control gains lifelink until end of turn.

Her hunger for blood is matched only by her hunger for vengeance.

2/1

C 0011
J25 • EN • OLIVIER BERNARD

Scourge of the Undercity 1



Creature — Gorgon Vampire

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

When Scourge of the Undercity enters, another target creature you control gains lifelink until end of turn.

Her hunger for blood is matched only by her hunger for vengeance.

2/1

C 0011
J25 • EN • OLIVIER BERNARD

Howling Banshee 2



Creature — Spirit

Flying

When Howling Banshee enters the battlefield, each player loses 3 life.

Villagers cloaked the town in magical silence, but their ears still bled.

3/3

Andrew Robinson

™ & © 1993-2010 Wizards of the Coast LLC 100/249

Arrogant Outlaw 2



Creature — Vampire Noble

When Arrogant Outlaw enters, if an opponent lost life this turn, each opponent loses 2 life and you gain 2 life.

The debased remnants of the Falkenrath bloodline prowl the passes near their ruined castles.

3/2

C 0400
J25 • EN • AURORE FOLNY

Audacious Thief 2



Creature — Human Rogue

Whenever Audacious Thief attacks, you draw a card and you lose 1 life.

"Skill, imagination, smarts: none of it matters unless you have the nerve to use it."

2/2

C 0401
J25 • EN • DMITRY BURMAK

Vampire Scrivener 4



Creature — Vampire Warlock

Flying

Whenever you gain life during your turn, put a +1/+1 counter on Vampire Scrivener.

Whenever you lose life during your turn, put a +1/+1 counter on Vampire Scrivener.

No one remains on her list for long.

2/2

U 0505
J25 • EN • BASTIEN L. DEHARME

Alchemist's Gift



Instant

Target creature gets +1/+1 and gains your choice of deathtouch or lifelink until end of turn. (Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it. Damage dealt by a creature with lifelink also causes its controller to gain that much life.)

C 0397
J25 • EN • CRISTI BALANESCU

Infernal Grasp 1



Instant

Destroy target creature. You lose 2 life.

"Better to be dead in a Gavony ditch than missing in the Stensia mountains."
—Folk saying

U 0310
INR • EN • LUCAS GRACIANO

Ulcerate



Instant

Target creature gets -3/-3 until end of turn. You lose 3 life.

"If it were merely lethal, that would be sufficient. The art, however, is in maximizing the suffering it causes."
—Liliana Vess

U 0499
J25 • EN • JOHANN BODIN

Read the Bones 2



Sorcery

Scry 2, then draw two cards. You lose 2 life. *(To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

The dead know lessons the living haven't learned.

C 0479 J25 • EN LARS GRANT-WEST™ & © 2024 Wizards of the Coast

Metalspinner's Puzzleknot 2



Artifact

When Metalspinner's Puzzleknot enters, you draw a card and you lose 1 life.

2, Sacrifice Metalspinner's Puzzleknot: You draw a card and you lose 1 life.

C 0755 J25 • EN VINCENT PROCE™ & © 2024 Wizards of the Coast

Thriving Moor



Land

Thriving Moor enters the battlefield tapped. As Thriving Moor enters the battlefield, choose a color other than black.

: Add or one mana of the chosen color.

"Ranskoor Av Kolos . . . Roughly translated, means Disintegrator of the Soul."
—The Thirteenth Doctor

C 0328 WHO • EN PAVEL KOLOMEYETS™ & © 2023 Wizards of the Coast

Thriving Moor



Land

Thriving Moor enters the battlefield tapped. As Thriving Moor enters the battlefield, choose a color other than black.

: Add or one mana of the chosen color.

"Ranskoor Av Kolos . . . Roughly translated, means Disintegrator of the Soul."
—The Thirteenth Doctor

C 0328 WHO • EN PAVEL KOLOMEYETS™ & © 2023 Wizards of the Coast

Aphelia, Viper Whisperer 1



Legendary Creature — Gorgon Assassin

Deathtouch

Whenever Aphelia attacks, you may pay 1. If you do, create a 1/1 black Snake creature token with deathtouch.

4: Until end of turn, whenever one or more Gorgons and/or Snakes you control deal combat damage to a player, that player loses half their life, rounded up.

1/3

M 0040 J25 • EN 藤ちょこ/FUZICHO™ & © 2024 Wizards of the Coast

Hooded Blightfang 2



Creature — Snake

Deathtouch

Whenever a creature you control with deathtouch attacks, each opponent loses 1 life and you gain 1 life.

Whenever a creature you control with deathtouch deals damage to a planeswalker, destroy that planeswalker.

1/4

0000 / 115 PRM • EN

Serpent Assassin 3



Creature — Snake Assassin

When Serpent Assassin enters, you may destroy target nonblack creature.

"Patrol didn't find a single footprint, Captain. We should be safe to rest here."
—Lowell, army scout

2/2

U 0123 J25 • EN SIMON DOMINIC™ & © 2024 Wizards of the Coast

Pharika's Chosen



Creature — Snake

Deathtouch *(Any amount of damage this deals to a creature is enough to destroy it.)*

The serpents' dens built into statues of Pharika serve not only to consecrate her temples, but as a hidden line of defense.

1/1

C 0474 J25 • EN TONAS DE RO™ & © 2024 Wizards of the Coast

Ukud Cobra 3



Creature — Snake

Deathtouch *(Any amount of damage this deals to a creature is enough to destroy it.)*

"The Silumgar hide behind the deadly wildlife of their swamps. They'd rather scheme in their jungle palaces than face us."
—Khibat, Kolaghan warrior

2/5

U 0498 J25 • EN JOHANN BODIN™ & © 2024 Wizards of the Coast

Venomous Hierophant 3



Creature — Gorgon Cleric

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

When Venomous Hierophant enters, mill three cards. (Put the top three cards of your library into your graveyard.)

"Many have sought snake-twined Pharika's panacea. Do you wish to share their fate?"

3/3

C 0506
J25 • EN • JOHANNES VOSS

Vraska's Finisher 2



Creature — Gorgon Assassin

When Vraska's Finisher enters, destroy target creature or planeswalker an opponent controls that was dealt damage this turn.

"You might have pleaded your case with my queen earlier. Now I am here, and it is far too late."

3/2

C 0510
J25 • EN • IGOR KIERVLUK

Coat with Venom



Instant

Target creature gets +1/+2 and gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)

"Every Silumgar blade carries the blessing of our dragonlord."
—Xathi the Infallible

C 0412
J25 • EN • JOHANN BODIN

Killing Glare X



Instant

Destroy target creature with power X or less.

"Now really, was that the expression you wanted preserved on your face forever?"

U 0120
J25 • EN • FILIPE PAGLIUSO

Night's Whisper 1



Sorcery

You draw two cards and you lose 2 life.

R 1937
SLD • EN • TYLER WALPOLE

Gorgon Flail 2



Artifact — Equipment

Equipped creature gets +1/+1 and has deathtouch. (Any amount of damage it deals to a creature is enough to destroy that creature.)

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

U 0752
J25 • EN • LARS GRANT-WEST

Rionya, Fire Dancer 3



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

382 R
C21 • EN • HEONHWA CHOE

Firespitter Whelp 2



Creature — Dragon

Flying

Whenever you cast a noncreature or Dragon spell, Firespitter Whelp deals 1 damage to each opponent.

In subsequent terms, first-year students were prohibited from enrolling in Introduction to Dragonkeeping.

2/2

U 0014
J25 • EN • BROOKLYN SMITH

Fathom Fleet Firebrand 1



Creature — Human Pirate

1: Fathom Fleet Firebrand gets +1/+0 until end of turn.

As her pulse quickened, the snakes on her arms flared and writhed, eager to sink their fangs into the coming fray.

2/2

C 0135
J25 • EN • SVETLIN VELINOV

Goblin Fireslinger



Creature — Goblin Warrior



Fire: Goblin Fireslinger deals 1 damage to target player or planeswalker.

The explorers didn't understand the lone sentry's jabbering, but they offered gold for passage. The counteroffer was a face full of molten rock.

1/1

C 0136
J25 • EN • FILIP BURBURAN

™ & © 2024 Wizards of the Coast

Bloodfire Expert



Creature — Efreet Monk



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

Some efreet abandon their homes in the volcanic Fire Rim to embrace the Jeskai Way and discipline their innate flames.

3/1

C 0524
J25 • EN • RAYMOND SWANLAND

™ & © 2024 Wizards of the Coast

Chandra's Spitfire



Creature — Elemental



Flying

Whenever an opponent is dealt noncombat damage, Chandra's Spitfire gets +3/+0 until end of turn.

"I've lit most everything on fire—trees, rocks, even the water. Now it's time to burn the clouds."

1/3

U 0530
J25 • EN • CHRIS RALLIS

™ & © 2024 Wizards of the Coast

Firebrand Archer



Creature — Human Archer



Whenever you cast a noncreature spell, Firebrand Archer deals 1 damage to each opponent.

A word of vengeance, and her arrows awaken in flame.

2/1

C 0548
J25 • EN • JOHN STANKO

™ & © 2024 Wizards of the Coast

Wildfire Elemental



Creature — Elemental



Whenever an opponent is dealt noncombat damage, creatures you control get +1/+0 until end of turn.

"Fire is always dancing, leaping and whirling, seeking more fuel. It never rests, so why should I?"
—Chandra Nalaar

3/3

C 0616
J25 • EN • SVETLIN VELINOV

™ & © 2024 Wizards of the Coast

Hearts on Fire



Instant



One or two target creatures each get +2/+1 until end of turn.

"With you by my side, I am unstoppable."
—Halana, to Alena

C 0017
J25 • EN • EELIS KYTTANEN

™ & © 2024 Wizards of the Coast

Play with Fire



Instant



Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

Devils find human dwellings to be oppressively cold, dark, and unburnt.

U 0596
J25 • EN • SVETLIN VELINOV

™ & © 2024 Wizards of the Coast

Flames of the Firebrand



Sorcery



Flames of the Firebrand deals 3 damage divided as you choose among one, two, or three targets.

"You're in luck. I brought enough to share."
—Chandra Nalaar

U 0552
J25 • EN • STEVE ARGYLE

™ & © 2024 Wizards of the Coast

Jaya's Firenado



Sorcery



Jaya's Firenado deals 5 damage to target creature or planeswalker. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

"For all their supposed advances, the Phyrexians still aren't fireproof."
—Jaya Ballard

C 0568
J25 • EN • JEREMY WILSON

™ & © 2024 Wizards of the Coast

Thriving Bluff



Land

Thriving Bluff enters the battlefield tapped.

As Thriving Bluff enters the battlefield, choose a color other than red.

☞: Add ☞ or one mana of the chosen color.

C 0324
WHO • EN • BRUCE BRENNER
™ & © 2023 Wizards of the Coast

Thriving Bluff



Land

Thriving Bluff enters the battlefield tapped.

As Thriving Bluff enters the battlefield, choose a color other than red.

☞: Add ☞ or one mana of the chosen color.

C 0324
WHO • EN • BRUCE BRENNER
™ & © 2023 Wizards of the Coast

Fiendish Duo



Creature — Devil

First strike (This creature deals combat damage before creatures without first strike.)

If a source would deal damage to an opponent, it deals double that damage to that player instead.

Half the size, double the mayhem.

5/5

M 0545
J25 • EN • LUCAS GRACIANO
™ & © 2024 Wizards of the Coast

Brothers Yamazaki



Legendary Creature — Human Samurai

Bushido 1 (Whenever this creature blocks or becomes blocked, it gets +1/+1 until end of turn.)

If there are exactly two permanents named Brothers Yamazaki on the battlefield, the "legend rule" doesn't apply to them.

Each other creature named Brothers Yamazaki gets +2/+2 and has haste.

2/1

U 0073
J25 • EN • ダイエクスト/DAL-XT.
™ & © 2024 Wizards of the Coast

Battle-Rattle Shaman



Creature — Goblin Shaman

At the beginning of combat on your turn, you may have target creature get +2/+0 until end of turn.

The staff flared and rattled erratically, every twirl driving the wolf to greater heights of rage.

2/2

C 0128
J25 • EN • FESBRA
™ & © 2024 Wizards of the Coast

Mogg Flunkies



Creature — Goblin

Mogg Flunkies can't attack or block alone.

They'll attack whatever's in front of them—as long as you tell them where that is.

3/3

C 0580
J25 • EN • BROM
™ & © 2024 Wizards of the Coast

Weaselback Redcap



Creature — Goblin Knight

1 ☞: Weaselback Redcap gets +2/+0 until end of turn.

"I would rather cast myself into the abyss than let my blood stain the cap of those monsters."
—Syr Alin, the Lion's Claw

1/1

C 0614
J25 • EN • GRZEGORZ RUTKOWSKI
™ & © 2024 Wizards of the Coast

Goblin Surprise



Instant

Choose one —

- Creatures you control get +2/+0 until end of turn.
- Create two 1/1 red Goblin creature tokens.

"Hey, your door's broken!"

U 0016
J25 • EN • KEVIN SIDHARTA
™ & © 2024 Wizards of the Coast

Twinferno



Instant

Choose one —

- When you cast your next instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.
- Target creature you control gains double strike until end of turn. (It deals both first-strike and regular combat damage.)

U 0606
J25 • EN • JUSTYNA DURA
™ & © 2024 Wizards of the Coast

Krenko's Command

1



Sorcery



Create two 1/1 red Goblin creature tokens.

Krenko's hirelings are unflinchingly loyal.

C 0140
J25 • EN • LUCAS GRACIANO

™ & © 2024 Wizards of the Coast

Furious Reprisal

3



Sorcery



Furious Reprisal deals 2 damage to each of two targets.

*"Now that's the Chandra I've been waiting to see."
—Liliana Vess*

U 0554
J25 • EN • SVETLIN VELINOV

™ & © 2024 Wizards of the Coast

Pigment Storm

3



Sorcery



Pigment Storm deals 5 damage to target creature. Excess damage is dealt to that creature's controller instead.

When art projects collapse, Prismari students revel in the beauty of destruction. Everyone else runs for cover.

C 0585
J25 • EN • BAYARD WU

™ & © 2024 Wizards of the Coast

Reckless Impulse

1



Sorcery



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

A stitcher looks at their creation and sees the result of years of study and hours of toil. A devil sees a new plaything.

C 0589
J25 • EN • MATHIAS KOLLROS

™ & © 2024 Wizards of the Coast

Hurska Sweet-Tooth

2



Legendary Creature — Bear



Whenever Hurska Sweet-Tooth attacks, create a Food token. (It's an artifact with "2, ♣, Sacrifice this artifact: You gain 3 life.")

Whenever you gain life, you may pay ♣♣. When you do, target creature gets +X/+X until end of turn, where X is the amount of life you gained.

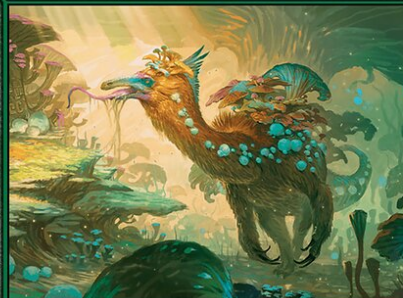
3/3

M 0053
J25 • EN • ごっさん/GOSSAN

™ & © 2024 Wizards of the Coast

Saurian Symbiote

3



Creature — Fungus Dinosaur



Reach (This creature can block creatures with flying.)

When Saurian Symbiote enters, choose one —
• Put a +1/+1 counter on Saurian Symbiote.
• Create a 1/1 green Saproling creature token.

It's a living, self-contained ecosystem.

2/3

C 0023
J25 • EN • ALDO DOMINGUEZ

™ & © 2024 Wizards of the Coast

Saurian Symbiote

3



Creature — Fungus Dinosaur



Reach (This creature can block creatures with flying.)

When Saurian Symbiote enters, choose one —
• Put a +1/+1 counter on Saurian Symbiote.
• Create a 1/1 green Saproling creature token.

It's a living, self-contained ecosystem.

2/3

C 0023
J25 • EN • ALDO DOMINGUEZ

™ & © 2024 Wizards of the Coast

Fierce Witchstalker

2



Creature — Wolf



Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

When Fierce Witchstalker enters, create a Food token. (It's an artifact with "2, ♣, Sacrifice this artifact: You gain 3 life.")

While the realm has laws, in the wilds there are other ways of balancing power.

4/4

C 0656
J25 • EN • NICHOLAS GREGORY

™ & © 2024 Wizards of the Coast

Maraleaf Rider

1



Creature — Elf Knight



Sacrifice a Food: Target creature blocks Maraleaf Rider this turn if able.

They both hunger for battle.

3/1

C 0686
J25 • EN • KIERAN YANNER

™ & © 2024 Wizards of the Coast

Orchard Strider 4



Creature — Treefolk

When Orchard Strider enters, create two Food tokens. (They're artifacts with "2, ♣, Sacrifice this artifact: You gain 3 life.")

Basic landcycling 1 ♣ (1 ♣, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

6/4

C 0694
J25 • EN • RAOUL VITALE

La abuela, siempre generosa 2

Tireless Provisioner



Creature — Elf Scout

Landfall — Whenever a land you control enters, create a Food token or a Treasure token.

She won't let you leave her home with an empty belly!

3/2

R 2057
SLD • EN • JOSU HERNANZ

Tough Cookie 1



Artifact Creature — Food Golem

When Tough Cookie enters, create a Food token. (It's an artifact with "2, ♣, Sacrifice this artifact: You gain 3 life.")

2 ♣: Until end of turn, target noncreature artifact you control becomes a 4/4 artifact creature.

2, ♣, Sacrifice Tough Cookie: You gain 3 life.

2/2

U 0731
J25 • EN • MILIVOJ CERAN

Gingerbrute 1



Artifact Creature — Food Golem

Haste (This creature can attack and ♣ as soon as it comes under your control.)

1: Gingerbrute can't be blocked this turn except by creatures with haste.

2, ♣, Sacrifice Gingerbrute: You gain 3 life.

Sometimes, "as fast as you can" isn't quite fast enough.

1/1

C 0751
J25 • EN • CARLOS PALMA CRUCHAGA

Bite Down 1



Instant

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

"Yavimaya takes care of herself; the kavu are evidence of this. What does your Coalition offer that the forest cannot provide?"
—Jenson Carthalion

0636
J25 • EN • KITT LAPERA

Insatiable Appetite 1



Instant

You may sacrifice a Food. If you do, target creature gets +5/+5 until end of turn. Otherwise, that creature gets +3/+3 until end of turn.

He ate them out of house and home and shed and barn and flock and herd.

0672
J25 • EN • NILS HAMM

Giant Opportunity 2



Sorcery

You may sacrifice two Foods. If you do, create a 7/7 green Giant creature token. Otherwise, create three Food tokens. (They're artifacts with "2, ♣, Sacrifice this artifact: You gain 3 life.")

They look tasty, but best to plant them.

0663
J25 • EN • JAMES PAICK

Trail of Crumbs 1



Enchantment

When Trail of Crumbs enters, create a Food token. (It's an artifact with "2, ♣, Sacrifice this artifact: You gain 3 life.")

Whenever you sacrifice a Food, you may pay 1. If you do, look at the top two cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

0732
J25 • EN • DAARKEN

Thriving Grove



Land

Thriving Grove enters the battlefield tapped.

As Thriving Grove enters the battlefield, choose a color other than green.

♣: Add ♣ or one mana of the chosen color.

"There are no predatory animals on Deva Loka. No diseases, no adverse environmental factors."
—Todd

0325
WHO • EN • ZHILLUSTRATOR

Thriving Grove 7



Land

Thriving Grove enters the battlefield tapped.
As Thriving Grove enters the battlefield, choose a color other than green.
☾: Add ♣ or one mana of the chosen color.

"There are no predatory animals on Deva Loka. No diseases, no adverse environmental factors."
—Todd

C 0325 WHO • EN ZHILLUSTRATOR
™ & © 2023 Wizards of the Coast

Kodama of the West Tree 2 ♣



Legendary Creature — Spirit

Reach
Modified creatures you control have trample.

Whenever a modified creature you control deals combat damage to a player, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

3/3

392 M NEO • EN TAPIRO/TAPIOCA
™ & © 2022 Wizards of the Coast

Shardless Outlander 7



Artifact Creature — Construct Scout

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
Basic landcycling 2 (2, Discard this card; Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

The Conflux proved that Alara's strength came from unity, not division.

6/5

C 0028 J25 • EN LEON TUKKER
™ & © 2024 Wizards of the Coast

Shardless Outlander 7



Artifact Creature — Construct Scout

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
Basic landcycling 2 (2, Discard this card; Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

The Conflux proved that Alara's strength came from unity, not division.

6/5

C 0028 J25 • EN LEON TUKKER
™ & © 2024 Wizards of the Coast

Gnarlid Colony 1 ♣



Creature — Beast

Kicker 2 ♣ (You may pay an additional 2 ♣ as you cast this spell.)
If Gnarlid Colony was kicked, it enters with two +1/+1 counters on it.
Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)

2/2

C 0664 J25 • EN IZZY
™ & © 2024 Wizards of the Coast

Heir of the Ancient Fang 2 ♣



Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature.

2/3

325 C NEO • EN T-TRACK
™ & © 2022 Wizards of the Coast

Orochi Merge-Keeper 1 ♣



Creature — Snake Druid

☾: Add ♣.
As long as Orochi Merge-Keeper is modified, it has "☾: Add ♣♣." (Equipment, Auras you control, and counters are modifications.)

One day the spirit and mortal realms will be one. Until then, she faithfully guards the sites where they merge.

1/1

U 0695 J25 • EN BRENT HOLLOWELL
™ & © 2024 Wizards of the Coast

Reckless Amplimancer 1 ♣



Creature — Elf Druid

4 ♣: Double Reckless Amplimancer's power and toughness until end of turn.

"Linear growth? What am I, a first-year?"

2/2

C 0706 J25 • EN YIGIT KOROGIU
™ & © 2024 Wizards of the Coast

Defend the Celestus 2 ♣



Instant

Distribute three +1/+1 counters among one, two, or three target creatures you control.

Witch, werewolf, and cathar stood shoulder to shoulder around the Sungold Lock at the center of the ritual, ready to stop Tovolar's assault—or die trying.

U 0649 J25 • EN ANDREY KUZINSKIY
™ & © 2024 Wizards of the Coast

Snakeskin Veil 



Instant 

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn.

P 0005 Standard Showdown
PRM • EN • MAXILLA
© SUNRISE
™ & © 2024 Wizards of the Coast

Audacity 



Enchantment — Aura 

Enchant creature
Enchanted creature gets +2/+0 and has trample. *(It can deal excess combat damage to the player or planeswalker it's attacking.)*
When Audacity is put into a graveyard from the battlefield, draw a card.

Bravery outlives the brave.

U 0631
J25 • EN • RUDY SISWANTO
™ & © 2024 Wizards of the Coast

Warbriar Blessing 



Enchantment — Aura 

Enchant creature you control
When Warbriar Blessing enters, enchanted creature fights up to one target creature you don't control. *(Each deals damage equal to its power to the other.)*
Enchanted creature gets +0/+2.

C 0739
J25 • EN • MICHELE PARISI
™ & © 2024 Wizards of the Coast

Wolfrider's Saddle 



Artifact — Equipment 

When Wolfrider's Saddle enters, create a 2/2 green Wolf creature token, then attach Wolfrider's Saddle to it.
Equipped creature gets +1/+1 and can't be blocked by more than one creature.
Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

U 0740
J25 • EN • RAOUL VITALE
™ & © 2024 Wizards of the Coast

Cave of Temptation



Land 

: Add .

1, : Add one mana of any color.
4, , Sacrifice Cave of Temptation: Put two +1/+1 counters on target creature. Activate only as a sorcery.

C 0763
J25 • EN • WINONA NELSON
™ & © 2024 Wizards of the Coast

Averna, the Chaos Bloom   



Legendary Creature — Elemental Shaman 

As you cascade, you may put a land card from among the exiled cards onto the battlefield tapped. *(Do this after the last card is exiled but before deciding whether to cast a nonland card.)*
"Soil and stone, hear my call! Branch and bone, yield your all!"

4/2

R 0080
J25 • EN • 佐久間竜一/RYUICHI SARUMA
™ & © 2024 Wizards of the Coast

Druid of the Anima 



Creature — Elf Druid 

: Add , , or .

Although the Anima herself remains at the Sacellum, her druids roam Naya, collecting mana bonds with every location in the world.

1/1

C 0652
J25 • EN • TIM MURRAY
™ & © 2024 Wizards of the Coast

Bloodbraid Elf  



Creature — Elf Berserker 

Haste
Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)*

3/2

373 U
2X2 • EN • PAOLO PARENTE
™ & © 2022 Wizards of the Coast

Enlisted Wurm   



Creature — Wurm 

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*
A match for any army—even its own.

5/5

U 0744
J25 • EN • STEVE PRESCOTT
™ & © 2024 Wizards of the Coast

Fusion Elemental 



Creature — Elemental 

As the shards merged into the Maelstrom, their mana energies fused into new monstrosities.

8/8

U 0745
J25 • EN • MICHAEL KOMARCK
™ & © 2024 Wizards of the Coast

Maelstrom Colossus **8**



Artifact Creature — Golem 

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

*“Nothing of the Maelstrom is quiet or easy.”
—Ajani Goldmane*

7/7

C 0754
J25 • EN • SVETLIN VELINOV
™ & © 2024 Wizards of the Coast

Chromatic Lantern **3**



Artifact 

Lands you control have “: Add one mana of any color.”

: Add one mana of any color.

R 0442
RVR • EN • ダイエクスト/DAI-XI
™ & © 2024 Wizards of the Coast

Fiery Fall **5** 



Instant 

Fiery Fall deals 5 damage to target creature.

Basic landcycling  (1 , Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

fund feasts on the unprepared.

C 0546
J25 • EN • DAARKEN
™ & © 2024 Wizards of the Coast

Bituminous Blast **3** 



Instant 

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

Bituminous Blast deals 4 damage to target creature.

U 0742
J25 • EN • RAYMOND SWANLAND
™ & © 2024 Wizards of the Coast

Violent Outburst **1** 



Instant 

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

Creatures you control get +1/+0 until end of turn.

C 0746
J25 • EN • RICHARD WHITTERS
™ & © 2024 Wizards of the Coast

Ash Barrens



Land 

: Add .

Basic landcycling **1**

469 R
SLD • EN • PIOTR DURA
™ & © 2022 Wizards of the Coast

Terramorphic Expanse





Land 

, Sacrifice Terramorphic Expanse: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

The Conflux crashed together far-flung continents, like ships colliding in a storm.

C 0156
J25 • EN • ALAYNA DANNER
™ & © 2024 Wizards of the Coast

GIDDYAP 



F 0004
J25 • EN • ALESSANDRA PISANO
™ & © 2024 Wizards of the Coast



PRIDEFUL



F 0008
J25 • EN • WINONA NELSON

™ & © 2024 Wizards of the Coast

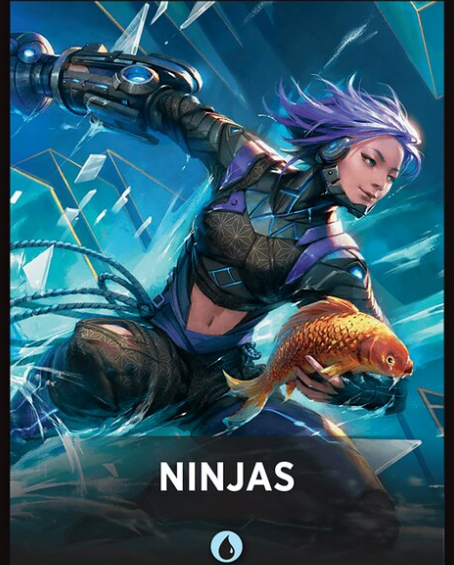


ILLUSIONS



F 0012
J25 • EN • CHRIS COLD

™ & © 2024 Wizards of the Coast



NINJAS



F 0014
J25 • EN • FAREKA SETIAWAN

™ & © 2024 Wizards of the Coast



NEFARIOUS



F 0024
J25 • EN • VICTOR ADAME MINGUEZ

™ & © 2024 Wizards of the Coast

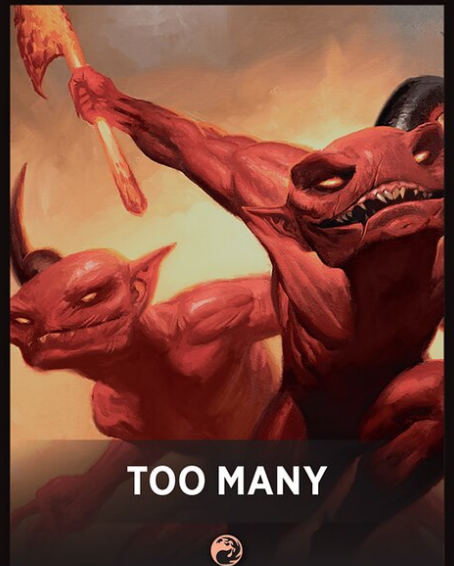


SNAKES



F 0025
J25 • EN • JOHANNES VOSS

™ & © 2024 Wizards of the Coast

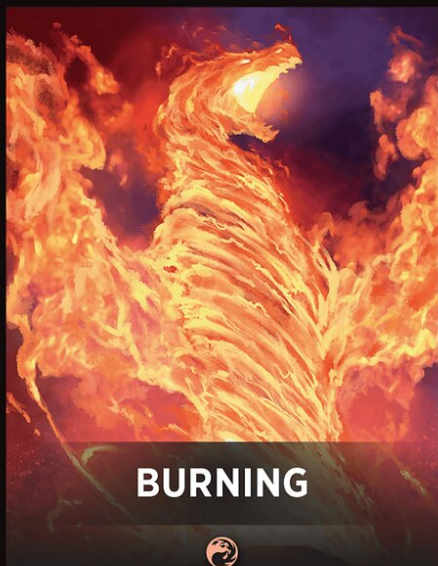


TOO MANY



F 0034
J25 • EN • LUCAS GRACIANO

™ & © 2024 Wizards of the Coast



BURNING



F 0029
J25 • EN • CHRIS RALLIS

™ & © 2024 Wizards of the Coast



DINNER



F 0038
J25 • EN • MILIVOJ CERAN

™ & © 2024 Wizards of the Coast

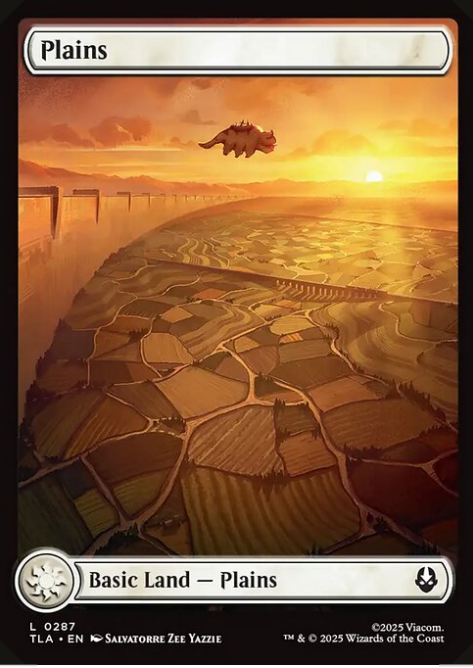
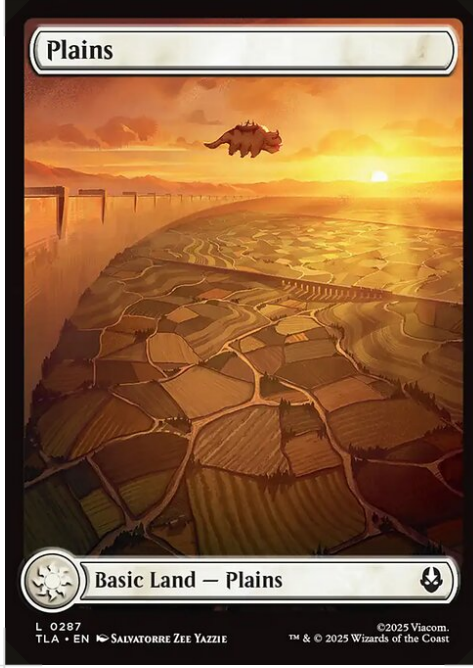
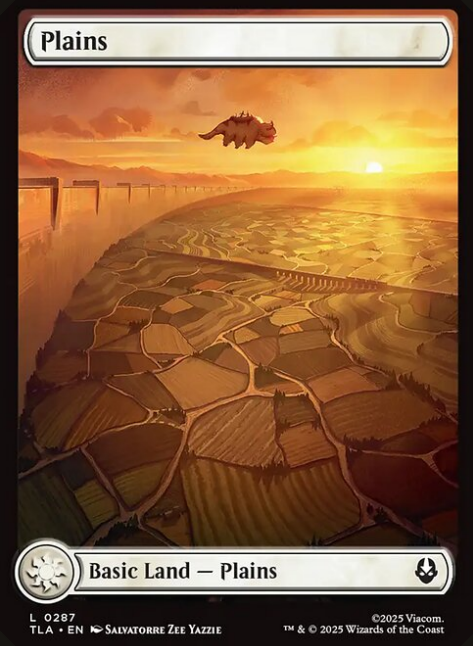
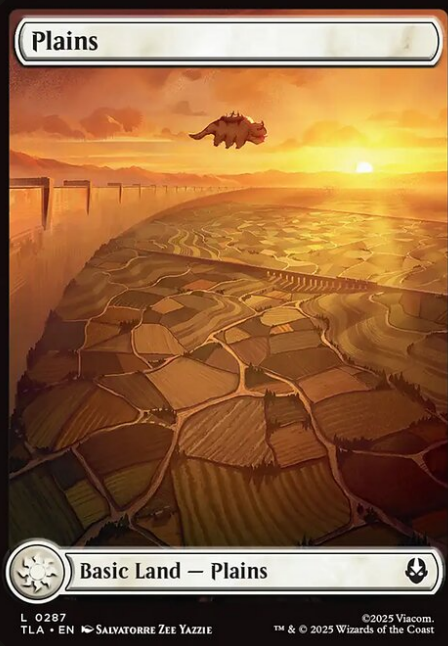
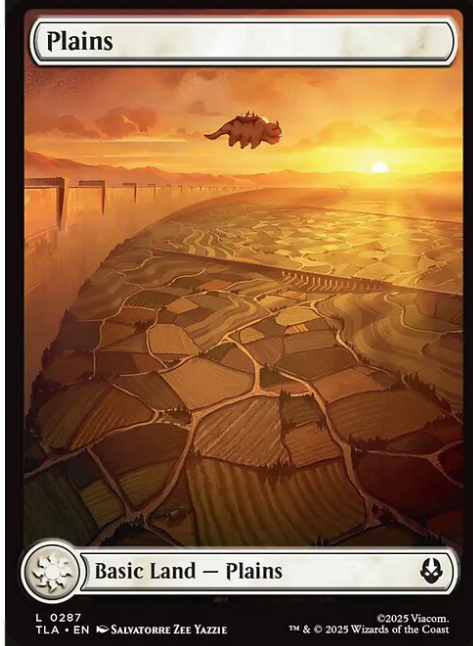
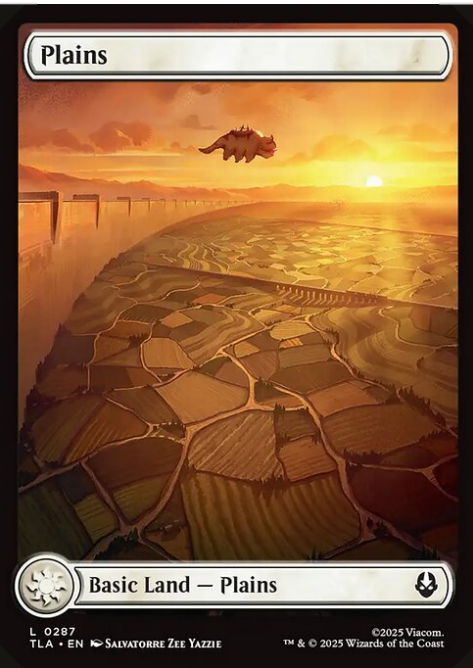
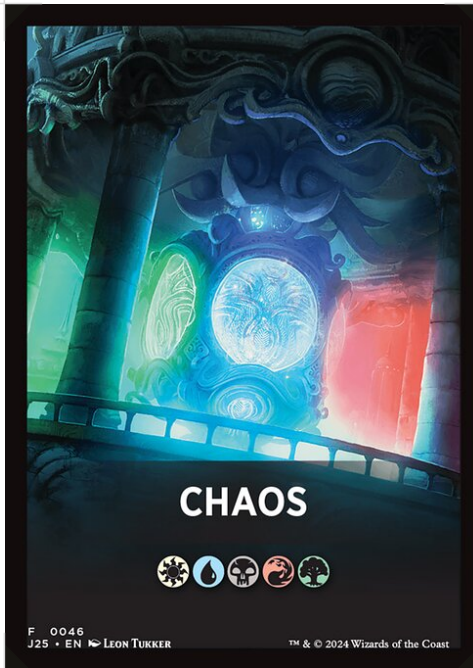


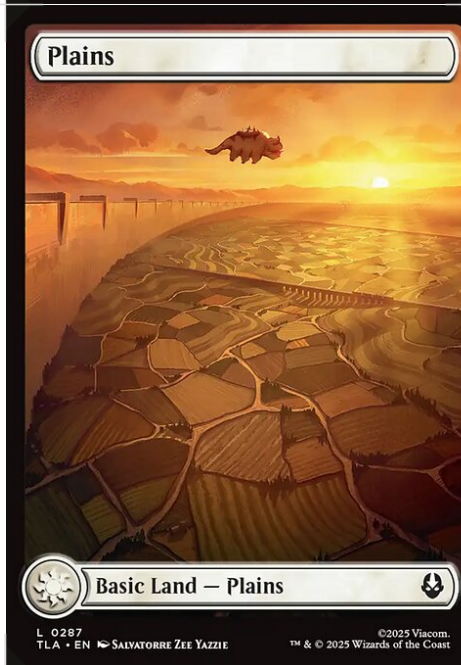
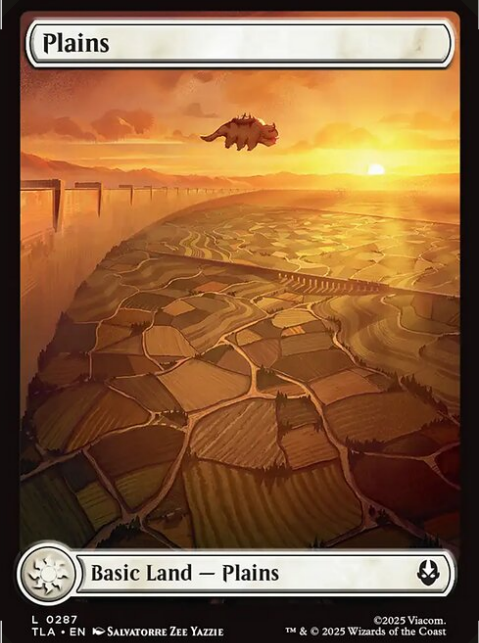
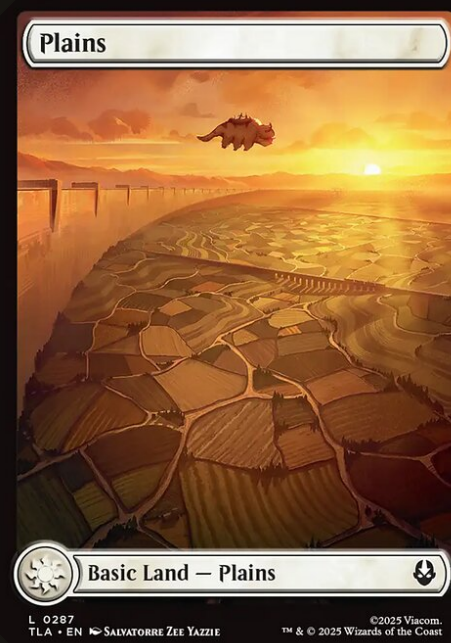
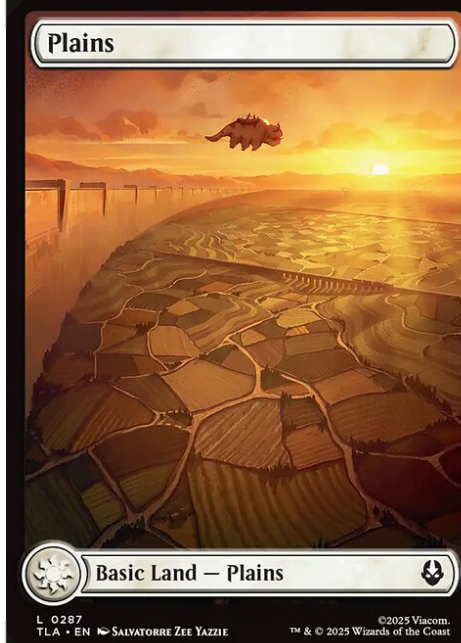
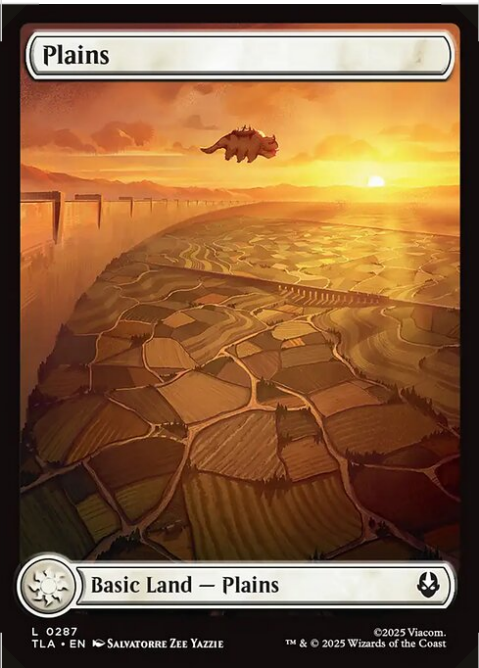
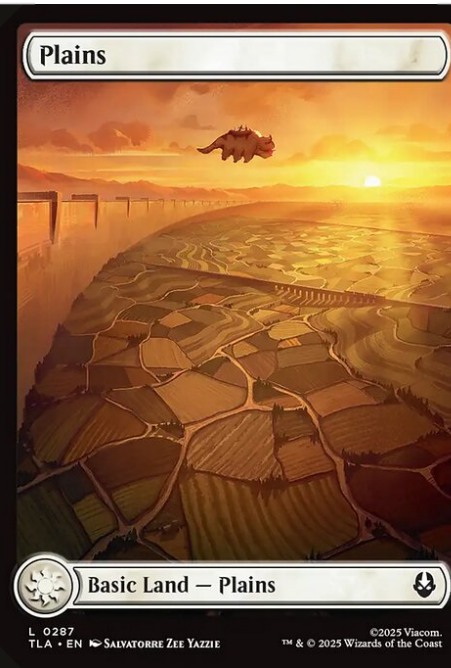
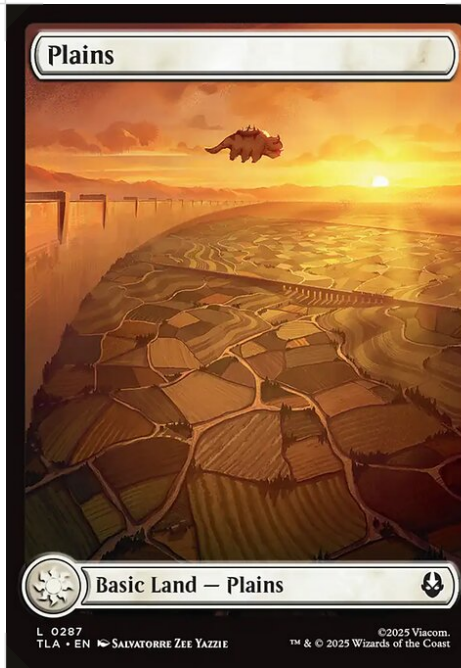
MODIFIED

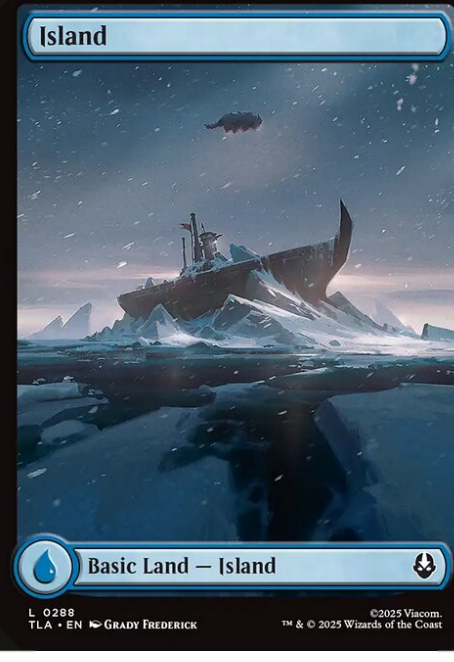
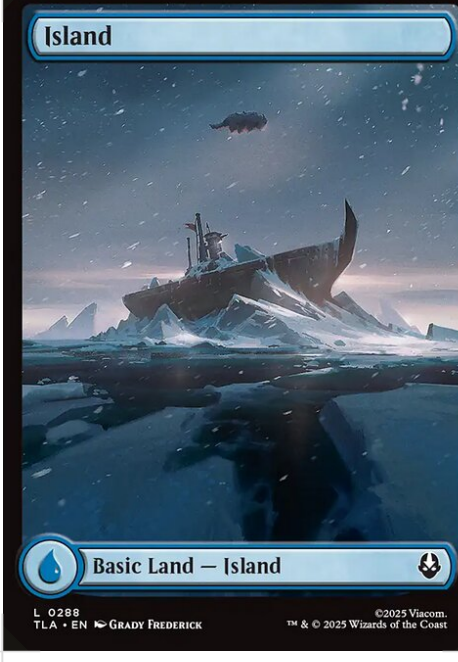
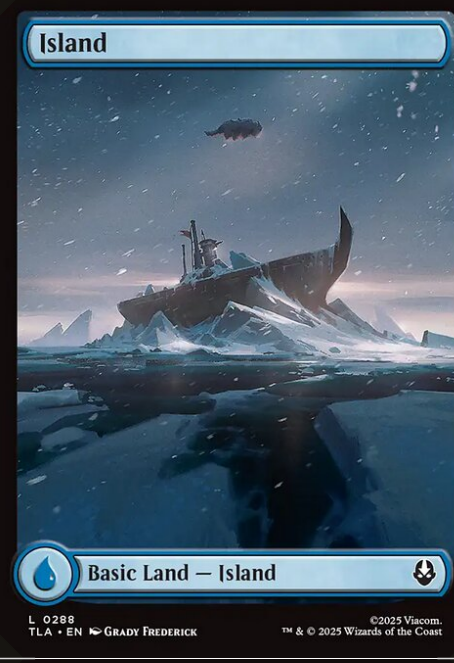
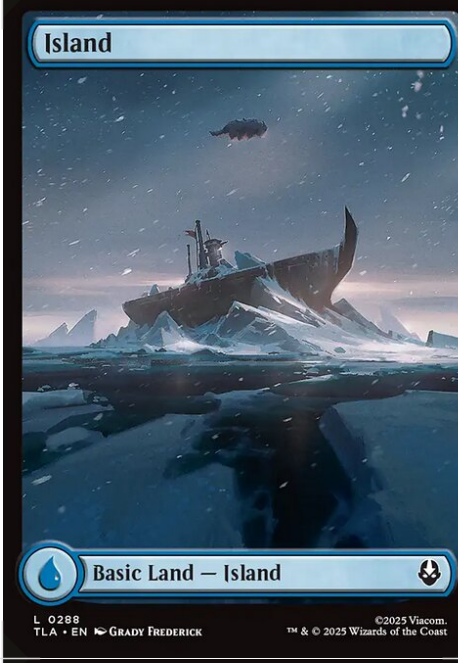
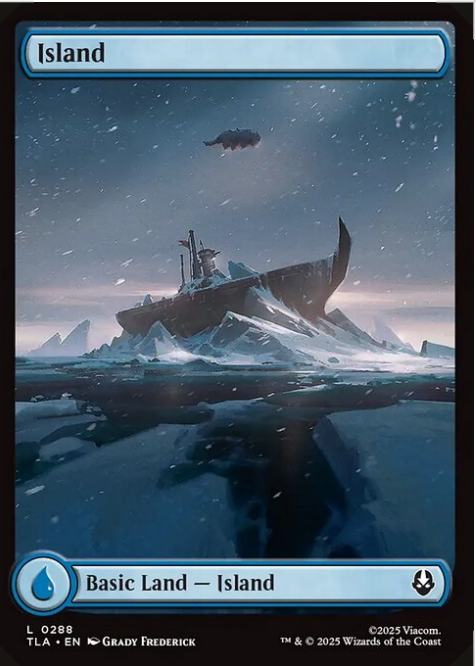
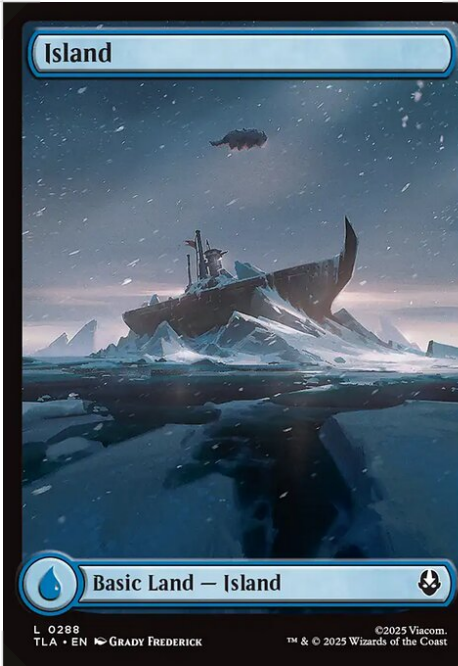


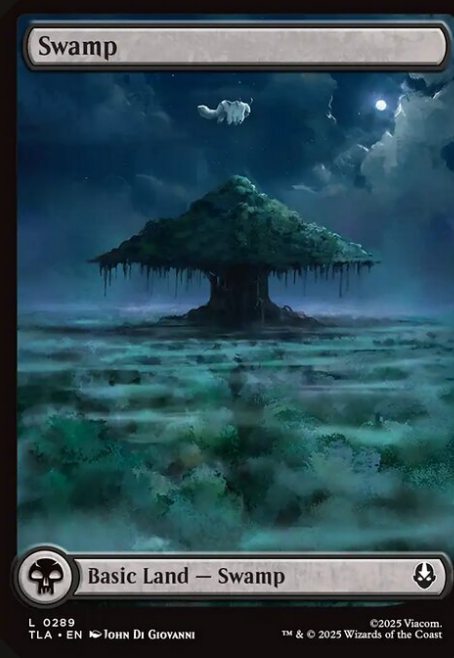
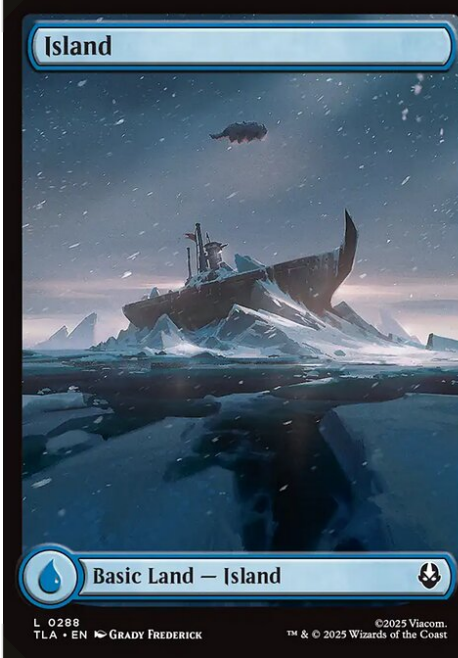
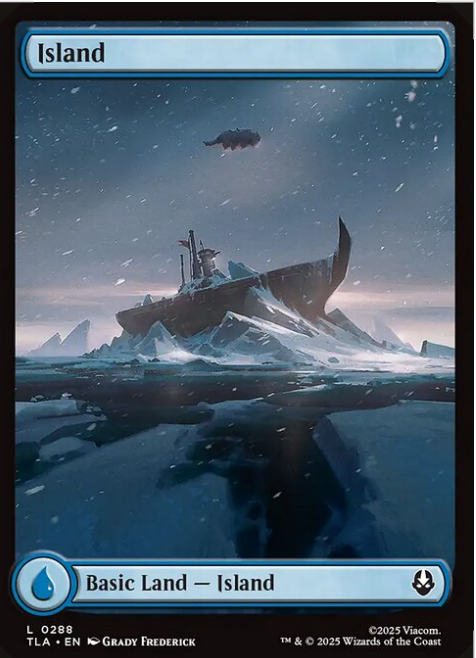
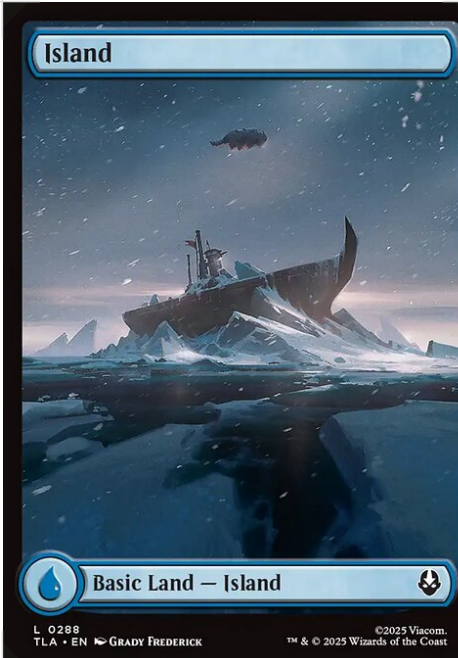
F 0045
J25 • EN • BRENT HOLLOWELL

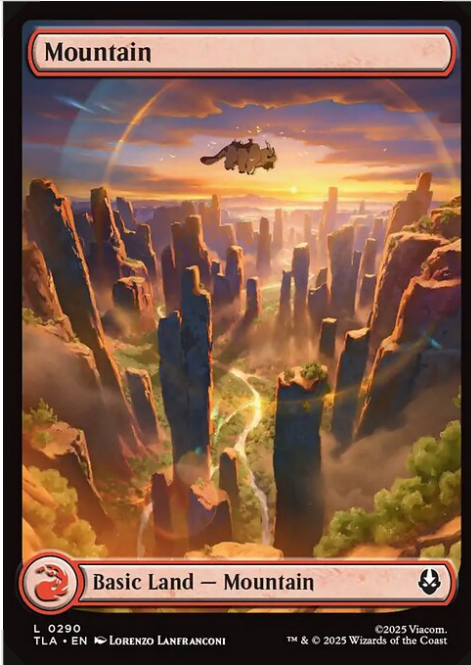
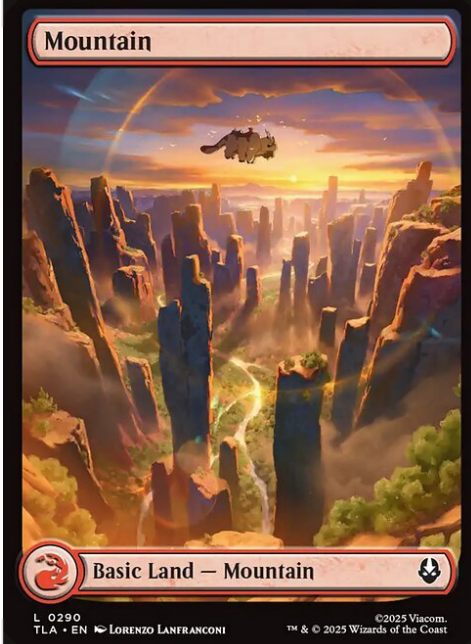
™ & © 2024 Wizards of the Coast

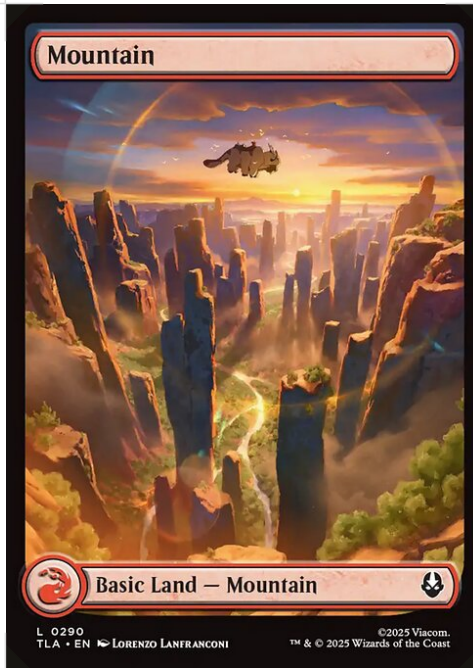


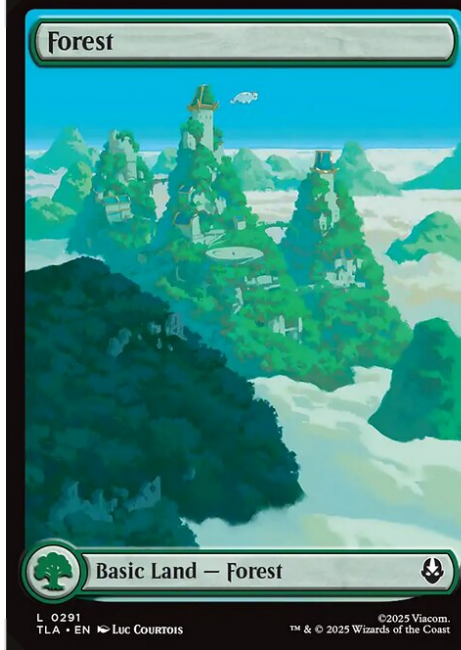
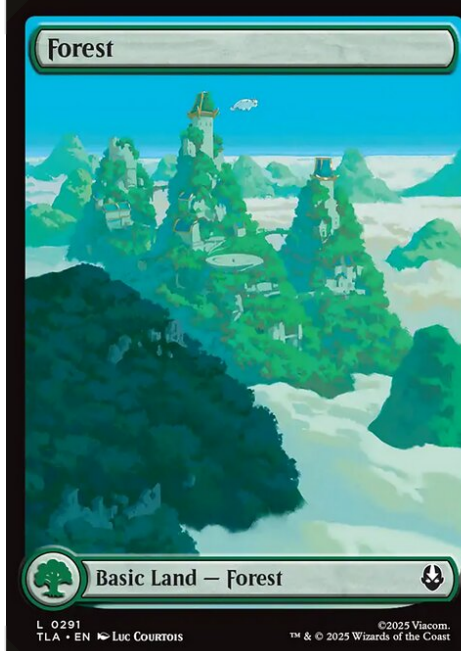
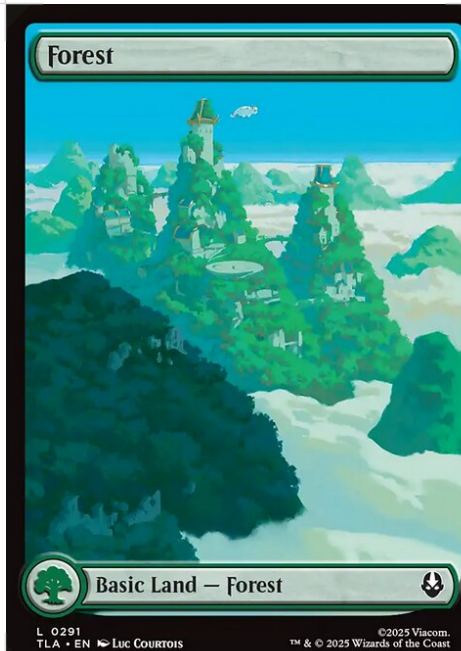













Forest



Basic Land — Forest

L 0291
TLA • EN • LUC COURTOIS

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Forest



Basic Land — Forest

L 0291
TLA • EN • LUC COURTOIS

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Forest




Basic Land — Forest

L 0291
TLA • EN • LUC COURTOIS

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Forest



Basic Land — Forest

L 0291
TLA • EN • LUC COURTOIS

©2025 Viacom.
™ & © 2025 Wizards of the Coast

FOOD



Token Artifact — Food

2, ♣, Sacrifice this token:
You gain 3 life.

T 1938
SLD • EN • TYLER WALPOLE

©2025 Viacom.
™ & © 2025 Wizards of the Coast

FOOD



Token Artifact — Food

2, ♣, Sacrifice this token:
You gain 3 life.

T 1938
SLD • EN • TYLER WALPOLE

©2025 Viacom.
™ & © 2025 Wizards of the Coast

FOOD



Token Artifact — Food

2, ♣, Sacrifice this token:
You gain 3 life.

T 1938
SLD • EN • TYLER WALPOLE

©2025 Viacom.
™ & © 2025 Wizards of the Coast

FOOD



Token Artifact — Food

2, ♣, Sacrifice this token:
You gain 3 life.

T 1938
SLD • EN • TYLER WALPOLE

©2025 Viacom.
™ & © 2025 Wizards of the Coast

FOOD



Token Artifact — Food

2, ♣, Sacrifice this token:
You gain 3 life.

T 1938
SLD • EN • TYLER WALPOLE

©2025 Viacom.
™ & © 2025 Wizards of the Coast

TREASURE



Token Artifact — Treasure

☞, Sacrifice this artifact: Add one mana of any color.

T 0018
PIP • EN • RAFAFER

©2024 BSW
™ & © 2024 Wizards of the Coast

TREASURE



Token Artifact — Treasure

☞, Sacrifice this artifact: Add one mana of any color.

T 0018
PIP • EN • RAFAFER

©2024 BSW
™ & © 2024 Wizards of the Coast

TREASURE



Token Artifact — Treasure

☞, Sacrifice this artifact: Add one mana of any color.

T 0018
PIP • EN • RAFAFER

©2024 BSW
™ & © 2024 Wizards of the Coast

GOBLIN



Token Creature — Goblin

1/1

T 0008
LTC • EN • ZOLTAN BOROS

© MEE
™ & © 2023 Wizards of the Coast

GOBLIN



Token Creature — Goblin

1/1

T 0008
LTC • EN • ZOLTAN BOROS

© MEE
™ & © 2023 Wizards of the Coast

GOBLIN



Token Creature — Goblin

1/1

T 0008
LTC • EN • ZOLTAN BOROS

© MEE
™ & © 2023 Wizards of the Coast

GOBLIN



Token Creature — Goblin

1/1

T 0008
LTC • EN • ZOLTAN BOROS

© MEE
™ & © 2023 Wizards of the Coast

CAT SOLDIER



Creature — Cat Soldier

Vigilance

Scott Chou

1/1

™ & © 2014 Wizards of the Coast 2/11

CAT SOLDIER



Creature — Cat Soldier

Vigilance

Scott Chou

1/1

™ & © 2014 Wizards of the Coast 2/11

WOLF



Token Creature — Wolf

2/2

T 0018
INR • EN DAVID PALUMBO

™ & © 2025 Wizards of the Coast

WOLF



Token Creature — Wolf

2/2

T 0018
INR • EN DAVID PALUMBO

™ & © 2025 Wizards of the Coast

SAPROLING



Token Creature — Saproling

1/1

T 0015
WOC • EN JOSEPH MEEHAN

™ & © 2023 Wizards of the Coast

SAPROLING



Token Creature — Saproling

1/1

T 0015
WOC • EN JOSEPH MEEHAN

™ & © 2023 Wizards of the Coast

GIANT



Token Creature — Giant

7/7

010/020 T
ELD • EN YW TANG

™ & © 2019 Wizards of the Coast

BIRD ILLUSION



Token Creature — Bird Illusion

Flying

1/1

003/008 T
GRN • EN JAMES PAICK

™ & © 2018 Wizards of the Coast

BIRD ILLUSION



Token Creature — Bird Illusion

Flying

1/1

003/008 T
GRN • EN JAMES PAICK

™ & © 2018 Wizards of the Coast

COPY



Token

This token can be used to represent a copy of something else.

T 0001
OTJ • EN BRIAN VALEZA

™ & © 2024 Wizards of the Coast

COPY



Token

This token can be used to represent a copy of something else.

T 0001
OTJ • EN BRIAN VALEZA

™ & © 2024 Wizards of the Coast