

Season 10 Shownotes

S10E1:







S10E2:

1. Skullclamp



2. Umezawa's Jitte



3. Grafted Wargear



4. Heirloom Blade



5. Embercleave



6. Batterskull



7. Bonesplitter



8. Shadowspear



9. Cranial Plating



10. Ancestral Blade



11. Silver-Inlaid Dagger



12. Flayer Husk



13. Helm of the Host



14. Sword of the Meek



15. Lightning Greaves



16. Sigiled Sword of Valeron



17. Captain's Claws



18. Sword of the Animist



19. Mortarpod



20. Mask of Immolation



21. Runechanter's Pike



22. Basilisk Collar



23. Sylvok Lifestaff



24. Bloodforged Battle-Axe



25. Trusty Machete



26. Crystal Slipper



27. Mask of Memory



28. Loxodon Warhammer



S10E3:





Embodiment of Agonies 1 ☠☠



Creature — Demon M20

Flying, deathtouch
 Embodiment of Agonies enters the battlefield with a +1/+1 counter on it for each different mana cost among nonland cards in your graveyard. (For example, 2 ♣ and 1 ♣♣ are different mana costs.)

"I feel your pain. It's exquisite."

0/0

098/280 R
 M20 • EN • IGOR KRIEVLAK

Knight of the Ebon Legion ☠



Creature — Vampire Knight M20

2 ♣: Knight of the Ebon Legion gets +3/+3 and gains deathtouch until end of turn.
 At the beginning of your end step, if a player lost 4 or more life this turn, put a +1/+1 counter on Knight of the Ebon Legion. (Damage causes loss of life.)

1/2

105/280 R
 M20 • EN • ALEX KONSTAD

Rotting Regisaur 2 ☠



Creature — Zombie Dinosaur M20

At the beginning of your upkeep, discard a card.

"Now, that's a zombie!"
 —Modriss of Zargoth Fen

7/6

111/280 R
 M20 • EN • RANDY YARGAS

Willis, Broker of Blood 5 ☠☠☠☠



Legendary Creature — Demon M20

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.)

"You can sign, or you can spend your life imagining what might have been yours."

8/8

122/280 R
 M20 • EN • TYLER JACOBSON



Mask of Immolation 1



Artifact — Equipment M20

When Mask of Immolation enters the battlefield, create a 1/1 red Elemental creature token, then attach Mask of Immolation to it.

Equipped creature has “Sacrifice this creature: It deals 1 damage to any target.”

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

151/280 U
M20 • EN IGOR KRYLYUK

Elvish Reclaimer



Creature — Elf Warrior M20

Elvish Reclaimer gets +2/+2 as long as there are three or more land cards in your graveyard.

2, ♣, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle your library.

1/2

169/280 R
M20 • EN VICTOR ADAME MINGEY

Nightpack Ambusher 2



Creature — Wolf M20

Flash

Other Wolves and Werewolves you control get +1/+1.

At the beginning of your end step, if you didn't cast a spell this turn, create a 2/2 green Wolf creature token.

A strong leader means a growing pack.

4/4

185/280 R
M20 • EN DAN SCOTT

Shared Summons 3



Instant M20

Search your library for up to two creature cards with different names, reveal them, put them into your hand, then shuffle your library.

“In times of need, the forest creates its own protectors.”
—Vivien Reid

193/280 R
M20 • EN AARON MILLER

Voracious Hydra X



Creature — Hydra M20

Trample
 Voracious Hydra enters the battlefield with X +1/+1 counters on it.
 When Voracious Hydra enters the battlefield, choose one —

- Double the number of +1/+1 counters on Voracious Hydra.
- Voracious Hydra fights target creature you don't control.

0/1

200/280 R
 M20 • EN WAYNE REYNOLDS
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Veil of Summer



Instant M20

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. *(You and they can't be the targets of blue or black spells or abilities your opponents control.)*

198/280 U
 M20 • EN LAKE HERNITZ
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Corpse Knight



Creature — Zombie Knight M20

Whenever another creature enters the battlefield under your control, each opponent loses 1 life.

*"With each knight that rode out from the bone-white keep, the queen's soldiers felt their courage failing."
 —Krinnea, Siege of the Bone Spire*

2/2

206/280 U
 M20 • EN KARL KOPINSKI
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Skyknight Vanguard



Creature — Human Knight M20

Flying
 Whenever Skyknight Vanguard attacks, create a 1/1 white Soldier creature token that's tapped and attacking.

"Jump! NOW!"

1/2

218/280 U
 M20 • EN BAXARD WU
 © 2019 Wizards of the Coast



Doomed Artisan

2*



Creature — Human Artificer



Sculptures you control can't attack or block.
At the beginning of your end step, create a colorless Sculpture artifact creature token with "This creature's power and toughness are each equal to the number of Sculptures you control."

"Remember me not as I am, but as I should have been."

1/1

003/302 R
C19 • EN • VICTOR ADAME MENGEEZ

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Sevinne's Reclamation

2*



Sorcery



Return target permanent card with converted mana cost 3 or less from your graveyard to the battlefield. If this spell was cast from a graveyard, you may copy this spell and may choose a new target for the copy.

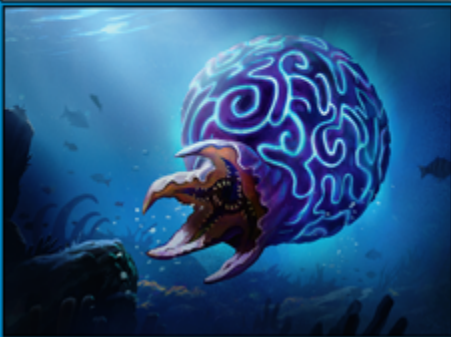
Flashback 4* (You may cast this card from your graveyard for its flashback cost. Then exile it.)

005/302 R
C19 • EN • ZOLTAN BOROS

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Thought Sponge

3



Creature — Sponge



Flash

Thought Sponge enters the battlefield with a number of +1/+1 counters on it equal to the greatest number of cards an opponent has drawn this turn.

When Thought Sponge dies, draw cards equal to its power.

1/1

012/302 R
C19 • EN • JASON KANG

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Anje's Ravager

2



Creature — Vampire Berserker



Anje's Ravager attacks each combat if able. Whenever Anje's Ravager attacks, discard your hand, then draw three cards.

Madness 1* (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

3/3

022/302 R
C19 • EN • ANTONIO JOSÉ MANZANEDO

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S10E4:



New Phyrexia

Batterskull, Beast within, blade splicer, deceiver ex, dismember, elesh norn, git probe, karn lib, nox revival, porcelain leg, sheoldred, shirine burning, spellskite, sword of war and peace, vault skirge,





Commander

Chaos warp, edric, flusterstorm

Hornet Queen

4



Creature — Insect

M15

Flying

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

When Hornet Queen enters the battlefield, put four 1/1 green Insect creature tokens with flying and deathtouch onto the battlefield.

2/2

178/269 R
M15 • EN • MARTINA PILGEROVA

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Scavenging Ooze

1



Creature — Ooze

♣: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

2/2

Austin Hsu
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M12

Chandra phoenix, dungrove elder, garruk primal hunter, gid lawkeeper, jace memory adept





Innistrad

Avacyn pilgrim, bloodline keeper, champion of the parish, diregraf ghoul, garruk relentless, gav township, geist of saint trafa, lab man, lili of the veil, mayor of avabruck, olivia voldaren, prey upon, past in flames, reckless waif, snapcaster mage, spider spawning

Unburial Rites

4



Sorcery



Return target creature card from your graveyard to the battlefield.

Flashback 3* (You may cast this card from your graveyard for its flashback cost. Then exile it.)

All crave the Blessed Sleep. Few receive it.

Ryan Pancoast

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S10E9:

Undiscovered Paradise



Land



☞: Add one mana of any color to your mana pool. At the beginning of your next untap phase, return Undiscovered Paradise to owner's hand.

Jolrael's choice of homes was far better than her choice of allies.

Illus. David O'Connor

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S10BC1/2:

Felidar Retreat 3*



Enchantment

Landfall — Whenever a land enters the battlefield under your control, choose one —

- Create a 2/2 white Cat Beast creature token.
- Put a +1/+1 counter on each creature you control. Those creatures gain vigilance until end of turn.

016/280 R
ZNR • EN • RALPH HORSLEY

Luminarch Aspirant 1*



Creature — Human Cleric

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

“Rally to my light, and together we will drive out this darkness!”

1/1

024/280 R
ZNR • EN • MADS AIRM

Maul of the Skyclaves 2*



Artifact — Equipment

When Maul of the Skyclaves enters the battlefield, attach it to target creature you control.

Equipped creature gets +2/+2 and has flying and first strike.

Equip 2***

027/280 R
ZNR • EN • JOSEPH MEERAN

Skyclave Apparition 1***



Creature — Kor Spirit

When Skyclave Apparition enters the battlefield, exile up to one target nonland, nontoken permanent you don't control with converted mana cost 4 or less.

When Skyclave Apparition leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the converted mana cost of the exiled card.

2/2

039/280 R
ZNR • EN • DONATO GIANCOLO





Ruin Crab



Creature — Crab

Landfall — Whenever a land enters the battlefield under your control, each opponent mills three cards. *(To mill a card, a player puts the top card of their library into their graveyard.)*

To an explorer, a priceless treasure. To the crab, a rock to call home.

0/3

075/280 U
ZNR • EN • SIMON DOMINIC

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Sea Gate Stormcaller



Creature — Human Wizard

Kicker 4

When Sea Gate Stormcaller enters the battlefield, copy the next instant or sorcery spell with converted mana cost 2 or less you cast this turn when you cast it. If Sea Gate Stormcaller was kicked, copy that spell twice instead. You may choose new targets for the copies.

2/1

077/280 M
ZNR • EN • ANNA STEINBAUER

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Silundi Vision



Instant

Look at the top six cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

"Feel the current? Rough waters lie ahead."
—Jori En, expedition leader

Land Add

080/280 U
ZNR • EN • RANDY YARGAS

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Silundi Isle



Land

Silundi Isle enters the battlefield tapped.

• Add

"From the hedron fields of Agadeem to the Faduum of J'war Isle, the islands of the Silundi Sea offer one mystery after another."
—Jori En, expedition leader

Instant 2

080/280 U
ZNR • EN • RANDY YARGAS

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Akoum Hellhound



Creature — Elemental Dog



Landfall — Whenever a land enters the battlefield under your control, Akoum Hellhound gets +2/+2 until end of turn.

Hellhound packs roam the Spikefields, basking in the harsh sunlight and lighting the night with their flames.

0/1

133/280 C
ZNR • EN • JASON KANG

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Kargan Intimidator



Creature — Human Warrior



Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

3/1

145/280 R
ZNR • EN • KIERAN YANNER

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Leyline Tyrant



Creature — Dragon



Flying

You don't lose unspent red mana as steps and phases end.

When Leyline Tyrant dies, you may pay any amount of . When you do, it deals that much damage to any target.

4/4

147/280 M
ZNR • EN • CHASE STONE

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Magmatic Channeler



Creature — Human Wizard



As long as there are four or more instant and/or sorcery cards in your graveyard, Magmatic Channeler gets +3/+1.

: Discard a card: Exile the top two cards of your library, then choose one of them. You may play that card this turn.

1/3

148/280 R
ZNR • EN • BRYAN SOLA

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Moraug, Fury of Akoum

4



Legendary Creature — Minotaur Warrior

Each creature you control gets +1/+0 for each time it has attacked this turn.

Landfall — Whenever a land enters the battlefield under your control, if it's your main phase, there's an additional combat phase after this phase. At the beginning of that combat, untap all creatures you control.

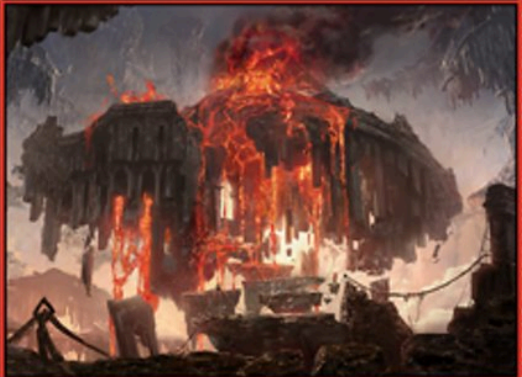
6/6

150/280 M
ZNR • EN • RUBY SIWANTO

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Roiling Vortex

1



Enchantment

At the beginning of each player's upkeep, Roiling Vortex deals 1 damage to them.

Whenever a player casts a spell, if no mana was spent to cast that spell, Roiling Vortex deals 5 damage to that player.

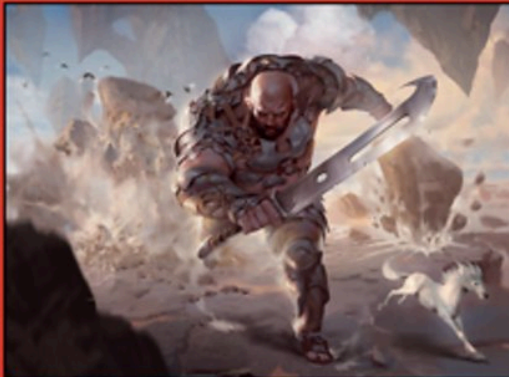
⚡: Your opponents can't gain life this turn.

156/280 R
ZNR • EN • CAMPBELL WHITE

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Shatterskull Charger

1



Creature — Giant Warrior

Kicker 2

Trample, haste

If Shatterskull Charger was kicked, it enters the battlefield with a +1/+1 counter on it.

At the beginning of your end step, if Shatterskull Charger doesn't have a +1/+1 counter on it, return it to its owner's hand.

4/3

159/280 R
ZNR • EN • LIUS LASAHIDO

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Valakut Awakening

2



Instant

Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.

"My ancestors reshaped the world to their vision. I have a few ideas of my own."
—Tars Olan, stoneforge mystic

Land Add

174/280 R
ZNR • EN • CAMPBELL WHITE

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Valakut Stoneforge



Land



Valakut Stoneforge enters the battlefield tapped.

☞: Add ☞.

"I can hear the echo of their hammers, long stilled."

—Tars Olan, stoneforge mystic

Instant

2 ☞

174/280 R
ZNR • EN CAMPBELL WHITE

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Valakut Exploration

2 ☞



Enchantment



Landfall — Whenever a land enters the battlefield under your control, exile the top card of your library. You may play that card for as long as it remains exiled.

At the beginning of your end step, if there are cards exiled with Valakut Exploration, put them into their owner's graveyard, then Valakut Exploration deals that much damage to each opponent.

175/280 R
ZNR • EN JESPER EISING

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Wayward Guide-Beast



Creature — Beast



Trample, haste

Whenever Wayward Guide-Beast deals combat damage to a player, return a land you control to its owner's hand.

Goblin cavalry tactics consist of pointing a beast in a direction and hanging on for as long as possible.

2/2

176/280 R
ZNR • EN • FILIP BURBURIAN

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Ancient Greenwarden



Creature — Elemental



Reach

You may play lands from your graveyard.

If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

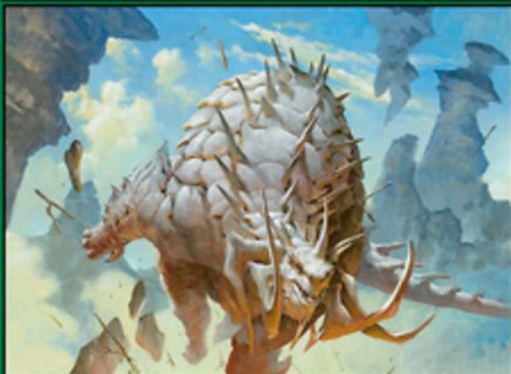
178/280 H
ZNR • EN • GRZEGORZ RUTKOWSKI

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Cragplate Baloth

5



Creature — Beast



Kicker 2



This spell can't be countered.

Hexproof, haste

If Cragplate Baloth was kicked, it enters the battlefield with four +1/+1 counters on it.

6/6

183/280 R
ZNR • EN

JESPER EISING

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Inscription of Abundance

1



Instant



Kicker 2



Choose one. If this spell was kicked, choose any number instead.

- Put two +1/+1 counters on target creature.
- Target player gains X life, where X is the greatest power among creatures they control.
- Target creature you control fights target creature you don't control.

186/280 R
ZNR • EN

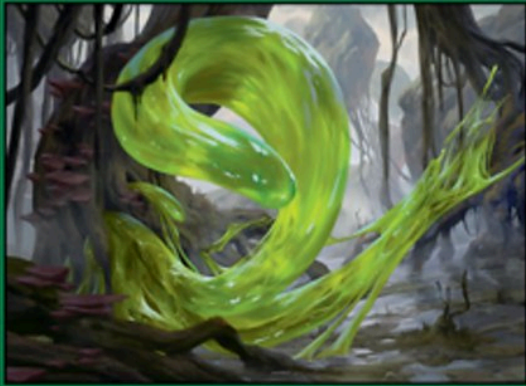
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Oran-Rief Ooze

2



Creature — Ooze



When Oran-Rief Ooze enters the battlefield, put a +1/+1 counter on target creature you control.

Whenever Oran-Rief Ooze attacks, put a +1/+1 counter on each attacking creature with a +1/+1 counter on it.

2/2

198/280 R
ZNR • EN DAAREN

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Swarm Shambler



Creature — Fungus Beast



Swarm Shambler enters the battlefield with a +1/+1 counter on it.

Whenever a creature you control with a +1/+1 counter on it becomes the target of a spell an opponent controls, create a 1/1 green Insect creature token.

1, ♣: Put a +1/+1 counter on Swarm Shambler.

0/0

207/280 R
ZNR • EN NICHOLAS GREGORY

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