

Season 9 Shownotes

S9BC1

Cubwarden

3*



Creature — Cat

Mutate 2** (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.)

Lifelink

Whenever this creature mutates, create two 1/1 white Cat creature tokens with lifelink.

3/5

007/274 R
IKO • EN KERAI KOTAKI

Fight as One

*



Instant

Choose one or both —

- Target Human creature you control gets +1/+1 and gains indestructible until end of turn.
- Target non-Human creature you control gets +1/+1 and gains indestructible until end of turn.

012/274 U
IKO • EN BRYAN SOLA

Luminous Broodmoth

2**



Creature — Insect

Flying

Whenever a creature you control without flying dies, return it to the battlefield under its owner's control with a flying counter on it.

It soars through currents of moonbeams to give hope to the forsaken.

3/4

021/274 M
IKO • EN LIE SETAWAN

Will of the All-Hunter

1*



Instant

Target creature gets +2/+2 until end of turn. If it's blocking, instead put two +1/+1 counters on it.

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

"It's Snapdax. You'd have a better chance of breaching a wall with a slice of bread."
—Krek, daysquad captain

038/274 U
IKO • EN VIKTOR TETOV


Mythos of Illuna

2



Sorcery



Create a token that's a copy of target permanent. If  was spent to cast this spell, instead create a token that's a copy of that permanent, except the token has "When this permanent enters the battlefield, if it's a creature, it fights up to one target creature you don't control."

058/274 R
IKO • EN • SEB MCKINNON

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Ominous Seas

1



Enchantment



Whenever you draw a card, put a foreshadow counter on Ominous Seas.

Remove eight foreshadow counters from Ominous Seas: Create an 8/8 blue Kraken creature token.

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

061/274 U
IKO • EN • VINCENT PROCE

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
Sea-Dasher Octopus

1



Creature — Octopus



Mutate 1  (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.)

Flash

Whenever this creature deals combat damage to a player, draw a card.

2/2

066/274 R
IKO • EN • CHRIS SEAMAN

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Reconnaissance Mission

2



Enchantment



Whenever a creature you control deals combat damage to a player, you may draw a card.

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

"The bonders work with creatures that fly, slink, and burrow. Assume they know everything."
—Jirina Kudro

065/274 U
IKO • EN • JOHANNES VOSS

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Kinnan, Bonder Prodigy 



Legendary Creature — Human Druid 

Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.

5 : Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

2/2

192/274 M
IKO • EN JASON RAINVILLE

Labyrinth Raptor 



Creature — Nightmare Dinosaur 

Menace
Whenever a creature you control with menace becomes blocked, defending player sacrifices a creature blocking it.

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

2/2

193/274 R
IKO • EN DAARKEN

Narset of the Ancient Way 



Legendary Planeswalker — Narset 

+1: You gain 2 life. Add , or . Spend this mana only to cast a noncreature spell.

-2: Draw a card, then you may discard a card. When you discard a nonland card this way, Narset of the Ancient Way deals damage equal to that card's converted mana cost to target creature or planeswalker.

-6: You get an emblem with "Whenever you cast a noncreature spell, this emblem deals 2 damage to any target."

4

195/274 M
IKO • EN YONGJAE CHOI

Sprite Dragon 



Creature — Faerie Dragon 

Flying, haste
Whenever you cast a noncreature spell, put a +1/+1 counter on Sprite Dragon.

Size of a pixie, rage of a hellkite.

1/1

211/274 U
IKO • EN GABOR SZERSZAI

Snapdax, Apex of the Hunt 1 2 3 4



Legendary Creature — Dinosaur Cat Nightmare

Mutate 2 3 4 (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.)

Double strike

Whenever this creature mutates, it deals 4 damage to target creature or planeswalker an opponent controls and you gain 4 life.

3/5

209/274 M
IKO • EN • VIKTOR TITOV

Vadrok, Apex of Thunder 1 2 3 4



Legendary Creature — Elemental Dinosaur Cat

Mutate 1 2 3 4 (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.)

Flying, first strike

Whenever this creature mutates, you may cast target noncreature card with converted mana cost 3 or less from your graveyard without paying its mana cost.

3/3

214/274 M
IKO • EN • ZACK STELLA

Whirlwind of Thought 1 2 3 4



Enchantment

Whenever you cast a noncreature spell, draw a card.

As Narset struggled to meditate, tiny dragonlings spiraled around her, conjuring thoughts of ancient clans.

215/274 R
IKO • EN • BRAM SEIS

Sonorous Howlbonder 1 2 3 4



Creature — Human Warrior

Menace

Each creature you control with menace can't be blocked except by three or more creatures.

The call of the wild is rarely a solo.

2/2

230/274 U
IKO • EN • KIMONAS TREDOSSIOU



Zirda, the Dawnwaker 1



Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. (If this card is your chosen companion, you may cast it once from outside the game.)

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

1, ☞: Target creature can't block this turn.

3/3

233/274 R
IKO • EN JESPER ERING

Crystalline Giant 3



Artifact Creature — Giant

At the beginning of combat on your turn, choose a kind of counter at random that Crystalline Giant doesn't have on it from among flying, first strike, deathtouch, hexproof, lifelink, menace, reach, trample, vigilance, and +1/+1. Put a counter of that kind on Crystalline Giant.

3/3

234/274 R
IKO • EN JASON RAINVILLE

Indatha Triome



Land — Plains Swamp Forest

(☞: Add ♣, ♠, or ♣.)

Indatha Triome enters the battlefield tapped.

Cycling 3 (3, Discard this card: Draw a card.)

"These lowlands were formed thousands of years ago by the behemoth Indath—its final footsteps before vanishing into the sea."
—Tales of the Ozolith

248/274 R
IKO • EN NOAH BRADLEY

Ketria Triome



Land — Forest Island Mountain

(☞: Add ♣, ♠, or ♣.)

Ketria Triome enters the battlefield tapped.

Cycling 3 (3, Discard this card: Draw a card.)

Nowhere on Ikoria are monsters more integral to the landscape than Ketria, where the river itself will stand up and roar.

250/274 R
IKO • EN SAM BURLEY

Raugrin Triome



Land — Island Mountain Plains



(: Add , , or)

Raugrin Triome enters the battlefield tapped.

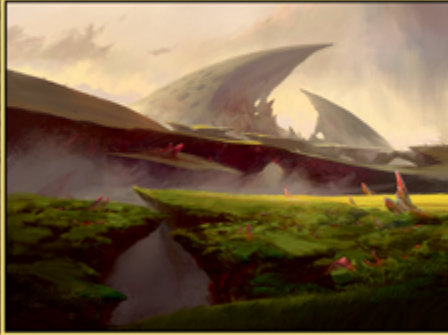
Cycling 3 (3, Discard this card: Draw a card.)

Raugrin meets the sea with jaws wide, its coast spiked with teeth of crystal and granite.

251/274 R
IKO • EN • JONAS DE RO

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Savai Triome



Land — Mountain Plains Swamp



(: Add , , or)

Savai Triome enters the battlefield tapped.

Cycling 3 (3, Discard this card: Draw a card.)

Broad prairies feed the human sanctuary of Drannith and conceal a network of caverns where giant cats make their dens.

253/274 R
IKO • EN • TITUS LUTER

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Zagoth Triome



Land — Swamp Forest Island



(: Add , , or)

Zagoth Triome enters the battlefield tapped.

Cycling 3 (3, Discard this card: Draw a card.)

Hunters in the primeval wetlands become fluent in reading the ripples to tell when to pursue and when to flee.

259/274 R
IKO • EN • EYTAN ZANA

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S9BC2:





S9E1:

Birthing Pod:



Prime Speaker Vannifar:



Fiend Artisan:



One shot pod effects:

Eldritch Evolution:



Neoform:



Natural Order



S9E2:



Emissary's Ploy



Muzzio's Preparations



Summoner's Bond



Unexpected Potential



Weight Advantage



Worldknit



Advantageous Proclamation



Backup Plan



Double Stroke



Hymn of the Wilds



Power Play



Sovereign's Realm



Immediate Action



Secrets of Paradise



Sentinel Dispatch



Iterative Analysis



S9E4:

Astral Drift

2*



Enchantment



Whenever you cycle Astral Drift or cycle another card while Astral Drift is on the battlefield, you may exile target creature. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step.

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

003/254 R
MH1 • EN ANNA STEINBAUER

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Ephemerate

*



Instant



Exile target creature you control, then return it to the battlefield under its owner's control.

Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

007/254 C
MH1 • EN BASTIEN L. DEHARME

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Force of Virtue

2**



Enchantment



If it's not your turn, you may exile a white card from your hand rather than pay this spell's mana cost.

Flash

Creatures you control get +1/+1.

"Where divinity leads, victory follows."
—Silverblade motto

010/254 R
MH1 • EN LIVIA PRIMA

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Martyr's Soul

2*



Creature — Spirit Soldier



Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

When Martyr's Soul enters the battlefield, if you control no tapped lands, put two +1/+1 counters on it.

3/2

019/254 C
MH1 • EN MILA PESIC

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Giver of Runes



Creature — Kor Cleric

R: 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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On Thin Ice



Snow Enchantment — Aura

Enchant snow land you control

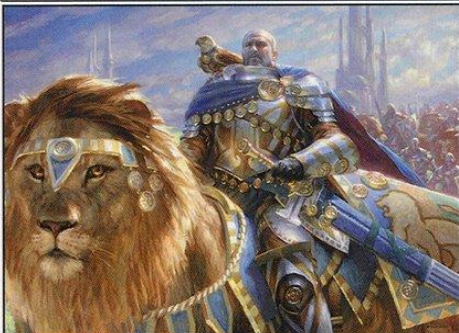
When On Thin Ice enters the battlefield, exile target creature an opponent controls until On Thin Ice leaves the battlefield.

He cursed the wind. He cursed the cold. But by stepping on the ice, he cursed himself.

020/254 R
MH1 • EN • LUCAS GRACIANO

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Ranger-Captain of Eos



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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Vesperlark



Creature — Elemental

Flying

When Vesperlark leaves the battlefield, return target creature card with power 1 or less from your graveyard to the battlefield.

Evoked **1** * (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters the battlefield.)

2/1

035/254 U
MH1 • EN • RAOUL VITALE

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Serra the Benevolent 2



Legendary Planeswalker — Serra

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

-3 : Create a 4/4 white Angel creature token with flying and vigilance.

-6 : You get an emblem with "If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead."

4

026/254 M
MH1 • EN • MAGALI VILLENEUVE

Winds of Abandon 1



Sorcery

Exile target creature you don't control. For each creature exiled this way, its controller searches their library for a basic land card. Those players put those cards onto the battlefield tapped, then shuffle their libraries.

Overload 4 (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

037/254 R
MH1 • EN • NOAH BRADLEY

Archmage's Charm



Instant

Choose one —

- Counter target spell.
- Target player draws two cards.
- Gain control of target nonland permanent with converted mana cost 1 or less.

040/254 R
MH1 • EN • ALAYNA DANNER

Blizzard Strix 4



Snow Creature — Bird

Flash
Flying

When Blizzard Strix enters the battlefield, if you control another snow permanent, exile target permanent other than Blizzard Strix. Return that card to the battlefield under its owner's control at the beginning of the next end step.

3/2

042/254 U
MH1 • EN • SUZANNE HELMIGH

Faerie Seer



Creature — Faerie Wizard



Flying

When Faerie Seer enters the battlefield, scry 2.

"The patterns of crossing ripples reveal the future to those who know how to read them."

1/1

051/254 C
MH1 • EN COLIN BOYER

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Force of Negation



Instant



If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.

Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

"Try, if you must."

052/254 R
MH1 • EN PAUL SCOTT CANAVAN

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Moonblade Shinobi



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.)

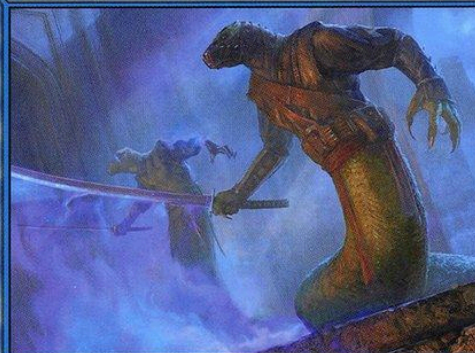
Whenever Moonblade Shinobi deals combat damage to a player, create a 1/1 blue Illusion creature token with flying.

3/2

059/254 C
MH1 • EN TAYLOR INGVARSSON

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Mist-Syndicate Naga



Creature — Naga Ninja



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

Whenever Mist-Syndicate Naga deals combat damage to a player, create a token that's a copy of Mist-Syndicate Naga.

3/1

058/254 R
MH1 • EN RANDY VARGAS

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Oneirophage
3

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

060/254 U
MH1 • EN MARTINA PILCEROVA

Pondering Mage
3

Creature — Human Wizard

When Pondering Mage enters the battlefield, look at the top three cards of your library, then put them back in any order. You may shuffle your library. Draw a card.

“Never leave the future to fate.”

3/4

063/254 C
MH1 • EN TOMMY ARNOLD

Rain of Revelation
3

Instant

Draw three cards, then discard a card.

“As the sky opened up, we ran for shelter. Halfway there I came to the sudden realization that, already soaked, there might be more to gain from experiencing the rain than running from it.”

065/254 C
MH1 • EN NILS HAMM

Scour All Possibilities
1

Sorcery

Scry 2, then draw a card.

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

Searching the future for answers often leads to further questions.

067/254 C
MH1 • EN MITCHELL MALLOY

Urza, Lord High Artificer 2



Legendary Creature — Human Artificer

When Urza, Lord High Artificer enters the battlefield, create a 0/0 colorless Construct artifact creature token with “This creature gets +1/+1 for each artifact you control.”

Tap an untapped artifact you control: Add .

5: Shuffle your library, then exile the top card. Until end of turn, you may play that card without paying its mana cost.

1/4

075/254 M
MH1 • EN GRZEGORZ RUTKOWSKI

Watcher for Tomorrow 1



Creature — Human Wizard

Hideaway (This creature enters the battlefield tapped. When it does, look at the top four cards of your library, exile one face down, then put the rest on the bottom of your library.)

When Watcher for Tomorrow leaves the battlefield, put the exiled card into its owner's hand.

2/1

076/254 U
MH1 • EN TOMMY ARNOLD

Winter's Rest 1



Snow Enchantment — Aura

Enchant creature

When Winter's Rest enters the battlefield, tap enchanted creature.

As long as you control another snow permanent, enchanted creature doesn't untap during its controller's untap step.

078/254 C
MH1 • EN MILA PESIC

Cabal Therapist



Creature — Horror

Menace

At the beginning of your precombat main phase, you may sacrifice a creature. When you do, choose a nonland card name, then target player reveals their hand and discards all cards with that name.

1/1

080/254 R
MH1 • EN MITCHELL MALLOY

Changeling Outcast 1 



Creature — Shapeshifter 

Changeling (*This card is every creature type.*)
 Changeling Outcast can't block and can't be blocked.

A mercurial face sows distrust. Distrust reaps a lonely life.

082/254 C
 MH1 • EN MICAH EPSTEIN ™ & © 2019 Wizards of the Coast

1/1

Dead of Winter 2 



Sorcery 

All nonsnow creatures get -X/-X until end of turn, where X is the number of snow permanents you control.

*"At last, silence."
 —Tevesh Szat*

085/254 R
 MH1 • EN ZACK STELLA ™ & © 2019 Wizards of the Coast

Gluttonous Slug 1 



Creature — Slug Horror 

Menace

Evolve (*Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.*)

No amount of salt will save you.

093/254 C
 MH1 • EN GREG STAPLES ™ & © 2019 Wizards of the Coast

0/3

Plague Engineer 2 



Creature — Carrier 

Deathtouch

As Plague Engineer enters the battlefield, choose a creature type.

Creatures of the chosen type your opponents control get -1/-1.

*"The lasting effects are invariably fatal."
 —Phyrexian progress notes*

100/254 R
 MH1 • EN NICHOLAS GREGORY ™ & © 2019 Wizards of the Coast

2/2

Ransack the Lab

1



Sorcery

Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.

"I think someone is stealing from my laboratory. It had better not be you!"
—Geraff, letter to Gisa

103/254 C
MH1 • EN CHRIS SEAMAN

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Silumgar Scavenger

4



Creature — Zombie Bird

Flying

Exploit (*When this creature enters the battlefield, you may sacrifice a creature.*)

Whenever another creature you control dies, put a +1/+1 counter on Silumgar Scavenger. It gains haste until end of turn if it exploited that creature.

2/3

107/254 C
MH1 • EN GREG STAPLES

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S9E5:

Bogardan Dragonheart 2



Creature — Human Shaman

Sacrifice another creature: Until end of turn, Bogardan Dragonheart becomes a Dragon with base power and toughness 4/4, flying, and haste.

A hunger to soar must be sated.

2/2

120/254 C
MH1 • EN RANDY YARGAS

Goblin Engineer 1



Creature — Goblin Artificer

When Goblin Engineer enters the battlefield, you may search your library for an artifact card, put it into your graveyard, then shuffle your library.

2, 3, Sacrifice an artifact: Return target artifact card with converted mana cost 3 or less from your graveyard to the battlefield.

1/2

128/254 R
MH1 • EN JEHAN CHOO

Goblin War Party 3



Sorcery

Choose one —

- Create three 1/1 red Goblin creature tokens.
- Creatures you control get +1/+1 and gain haste until end of turn.

Entwine 2 (Choose both if you pay the entwine cost.)

131/254 C
MH1 • EN DERUCHENKO ALEXANDER

Goblin Oriflamme 1



Enchantment

Attacking creatures you control get +1/+0.

"It was difficult to tell whether the piles of gore within their warrens were mere trash heaps, sacred altars, or warnings."
—Sarpadian Empires, vol. IV

130/254 U
MH1 • EN DAVID PALUMBO

Magmatic Sinkhole

5



Instant

Delve (Each card you exile from your graveyard while casting this spell pays for 1.)

Magmatic Sinkhole deals 5 damage to target creature or planeswalker.

Opening like the maw of a hellion, the earth swallowed the traveler whole.

135/254 C
MH1 • EN MARK BEHM

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Orcish Hellraiser

1



Creature — Orc Warrior

Echo (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

When Orcish Hellraiser dies, it deals 2 damage to target player or planeswalker.

3/2

136/254 C
MH1 • EN DARREN TAN

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Seasoned Pyromancer

1



Creature — Human Shaman

When Seasoned Pyromancer enters the battlefield, discard two cards, then draw two cards. For each nonland card discarded this way, create a 1/1 red Elemental creature token.

3, Exile Seasoned Pyromancer from your graveyard: Create two 1/1 red Elemental creature tokens.

2/2

145/254 M
MH1 • EN CYNTHIA SHEPPARD

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Tectonic Reformation

1



Enchantment

Each land card in your hand has cycling.

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

Alone in the charred desolation of her kingdom, she regretted many things—most of all not acting sooner.

149/254 R
MH1 • EN JAMES PAICK

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Viashino Sandsprinter 1




Creature — Viashino Warrior

Trample, haste
 At the beginning of the end step, return Viashino Sandsprinter to its owner's hand. (Return it only if it's on the battlefield.)
 Cycling (, Discard this card: Draw a card.)

4/1

153/254 C
 MH1 • EN JASON A. ENGLE

Crashing Footfalls



Sorcery

Suspend 4— (Rather than cast this card from your hand, pay and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)
 Create two 4/4 green Rhino creature tokens with trample.

160/254 R
 MH1 • EN DAN SCOTT

Glacial Revelation 2



Sorcery

Reveal the top six cards of your library. You may put any number of snow permanent cards from among them into your hand. Put the rest into your graveyard.

The harshest environments offer the greatest opportunities for exploration.

167/254 U
 MH1 • EN MAGALI VILLENEUVE

Deep Forest Hermit 3



Creature — Elf Druid

Vanishing 3 (This creature enters the battlefield with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)
 When Deep Forest Hermit enters the battlefield, create four 1/1 green Squirrel creature tokens.
 Squirrels you control get +1/+1.

1/1

161/254 R
 MH1 • EN CHRIS SEAMAN

Springbloom Druid

2



Creature — Elf Druid

1/1

When Springbloom Druid enters the battlefield, you may sacrifice a land. If you do, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle your library.

“New growth applies a healing poultice to wounds long scabbed over.”

181/254 C

MH1 • EN

RANDY GALLEGOS

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Trumpeting Herd

2



Sorcery

1

Create a 3/3 green Elephant creature token.

Rebound *(If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)*

An elephant never forgives.

187/254 C

MH1 • EN

LARS GRANT-WEST

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Twin-Silk Spider

2



Creature — Spider

1/2

Reach

When Twin-Silk Spider enters the battlefield, create a 1/2 green Spider creature token with reach.

A forest-wide network of webs brings a hungry couple to captured prey.

188/254 C

MH1 • EN

BEN MAIER

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Webweaver Changeling 3



Creature — Shapeshifter

Changeling (*This card is every creature type.*)
 Reach
 When Webweaver Changeling enters the battlefield, if there are three or more creature cards in your graveyard, you gain 5 life.

Eight legs carrying endless phobias.

3/5

192/254 U
 MH1 • EN • NICHOLAS GREGORY

Winding Way 1



Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

Every path leads to discovery.

193/254 C
 MH1 • EN • ADAM PAQUETTE

Fallen Shinobi 3



Creature — Zombie Ninja

Ninjutsu 2 (2, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)
 Whenever Fallen Shinobi deals combat damage to a player, that player exiles the top two cards of their library. Until end of turn, you may play those cards without paying their mana costs.

5/4

199/254 R
 MH1 • EN • TOMASZ JEDRUSZEK

Good-Fortune Unicorn 1



Creature — Unicorn

Whenever another creature enters the battlefield under your control, put a +1/+1 counter on that creature.

Catching even a glimpse of one is the start of eight years of good luck.

2/2

201/254 U
 MH1 • EN • KEE LO

Ice-Fang Coatl



Snow Creature — Snake



Flash

Flying

When Ice-Fang Coatl enters the battlefield, draw a card.

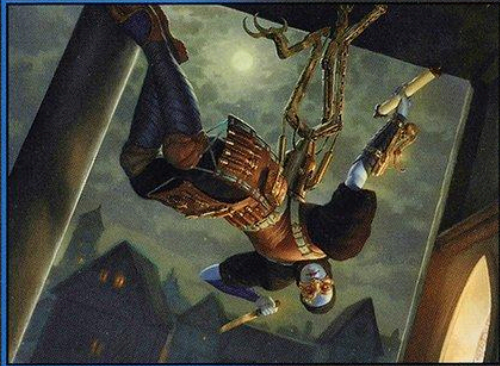
Ice-Fang Coatl has deathtouch as long as you control at least three other snow permanents.

1/1

203/254 R
MH1 • EN • FILIP BURBURAN

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Ingenious Infiltrator



Creature — Vedalken Ninja



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

Whenever a Ninja you control deals combat damage to a player, draw a card.

2/3

204/254 U
MH1 • EN • JASON RAINVILLE

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Kaya's Guile



Instant



Choose two —

- Each opponent sacrifices a creature.
- Exile all cards from each opponent's graveyard.
- Create a 1/1 white and black Spirit creature token with flying.
- You gain 4 life.

Entwine (Choose all if you pay the entwine cost.)

205/254 R
MH1 • EN • JASON RAINVILLE

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Nature's Chant



Instant



Destroy target artifact or enchantment.

"Plant every sword. Embrace every soul."
—Trostani

210/254 C
MH1 • EN • RAOUL VITALE

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Rotwidow Pack 2



Creature — Spider

Reach

3, Exile a creature card from your graveyard: Create a 1/2 green Spider creature token with reach, then each opponent loses 1 life for each Spider you control.

For each one you see, ten see you.

2/4

212/254 U
MH1 • EN KEY WALKER

Soulherder 1



Creature — Spirit

Whenever a creature is exiled from the battlefield, put a +1/+1 counter on Soulherder.

At the beginning of your end step, you may exile another target creature you control, then return that card to the battlefield under its owner's control.

It watches over every absence.

1/1

214/254 U
MH1 • EN SEB MCKINNON

Thundering Djinn 3



Creature — Djinn

Flying

Whenever Thundering Djinn attacks, it deals damage to any target equal to the number of cards you've drawn this turn.

It strikes like a bolt from a brainstorm.

3/4

215/254 U
MH1 • EN ANASTASIA OVCHINNIKOVA

Wrenn and Six



Legendary Planeswalker — Wrenn

+1 : Return up to one target land card from your graveyard to your hand.

-1 : Wrenn and Six deals 1 damage to any target.

-7 : You get an emblem with "Instant and sorcery cards in your graveyard have retrace."

3

217/254 M
MH1 • EN CHASE STONE

Arcum's Astrolabe



Snow Artifact

(can be paid with one mana from a snow permanent.)

When Arcum's Astrolabe enters the battlefield, draw a card.

1, : Add one mana of any color.

Though the Time of Ice has ended, its relics still slumber in New Argive.

220/254 C
MH1 • EN • IGOR KIERYLUK

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Icehide Golem



Snow Artifact Creature — Golem

(can be paid with one mana from a snow permanent.)

In colder climates, ice is more obedient than stone.

2/2

224/254 U
MH1 • EN • PAUL SCOTT CANAVAN

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Sword of Truth and Justice

3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from white and from blue.

Whenever equipped creature deals combat damage to a player, put a +1/+1 counter on a creature you control, then proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

Equip 2

229/254 M
MH1 • EN • CHRIS RAHN

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Sword of Sinew and Steel

3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from black and from red.

Whenever equipped creature deals combat damage to a player, destroy up to one target planeswalker and up to one target artifact.

Equip 2

228/254 M
MH1 • EN • CHRIS RAHN

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Talisman of Conviction

2



Artifact



☞: Add ♦.

☞: Add ☹ or ✱. Talisman of Conviction deals 1 damage to you.

*"The sun banishes darkness every morning.
I too will rise with such assuredness."
—Huatli*

230/254 U
MH1 • EN LINDSEY LOOK

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Talisman of Curiosity

2



Artifact



☞: Add ♦.

☞: Add ♣ or ♠. Talisman of Curiosity deals 1 damage to you.

*"The pain of exploring is less than the
pain of not knowing."
—Tamiyo*

232/254 U
MH1 • EN LINDSEY LOOK

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Talisman of Hierarchy

2



Artifact



☞: Add ♦.

☞: Add * or ♠. Talisman of Hierarchy deals 1 damage to you.

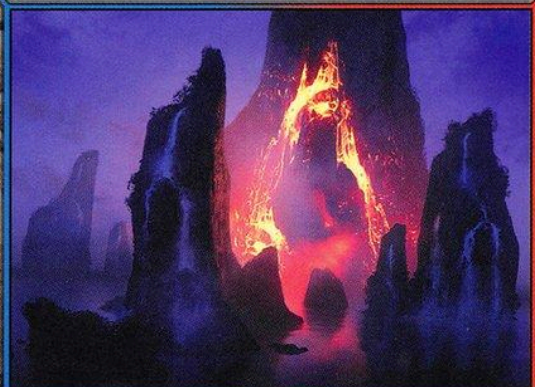
"You'll never get to the top if you don't know who's already there."

—Kaya

233/254 U
MH1 • EN LINDSEY LOOK

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Fiery Islet



Land



☞, Pay 1 life: Add ♠ or ♣.

1, ☞, Sacrifice Fiery Islet: Draw a card.

Where water is the canvas and lava the paint.

238/254 R
MH1 • EN RICHARD WRIGHT

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Nurturing Peatland



Land



☞, Pay 1 life: Add ☠ or ♣.
1, ☞, Sacrifice Nurturing Peatland:
Draw a card.

New life is born within its shadows.

243/254 R
MH1 • EN NOAH BRADLEY

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Silent Clearing



Land



☞, Pay 1 life: Add * or ☠.
1, ☞, Sacrifice Silent Clearing:
Draw a card.

*The expedition's end began the marsh's
story.*

246/254 R
MH1 • EN SEB MCKINNON

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Griffin Aerie

1



Enchantment

M21

At the beginning of your end step, if you gained 3 or more life this turn, create a 2/2 white Griffin creature token with flying.

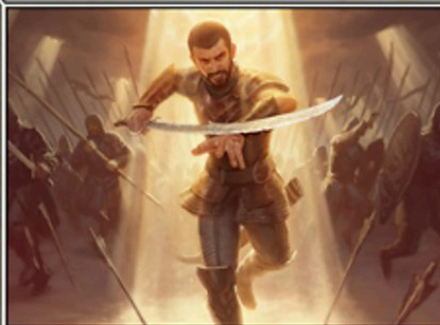
When griffins started nesting atop the northern tower, the castellan worried they'd be a nuisance. Instead, they took the entire castle under their protection.

022/274 U
M21 • EN • MILIVOJ CERAN

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Seasoned Hallowblade

1



Creature — Human Warrior

M21

Discard a card: Tap Seasoned Hallowblade. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

"I don't know that I'll win every fight. But I have faith, and that's carried me this far."

3/1

034/274 U
M21 • EN • MANUEL CASTANON

™ & © 2020 Wizards of the Coast

Vryn Wingmare

2



Creature — Pegasus

M21

Flying

Noncreature spells cost 1 more to cast.

It's the favored mount of military commanders as well as anyone with a flair for the dramatic.

2/1

043/274 U
M21 • EN • SEB MCKINNON

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Barrin, Tolarian Archmage

1



Legendary Creature — Human Wizard

M21

When Barrin, Tolarian Archmage enters the battlefield, return up to one other target creature or planeswalker to its owner's hand.

At the beginning of your end step, if a permanent was put into your hand from the battlefield this turn, draw a card.

"There is no age at which you stop learning."

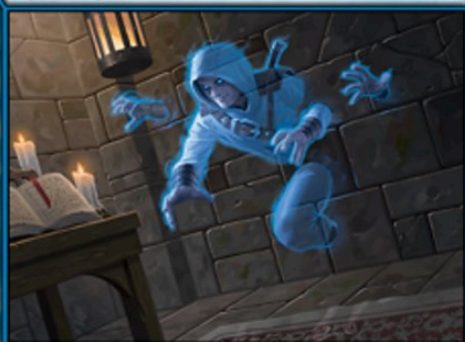
2/2

045/274 R
M21 • EN • RYAN PINCOAST

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Ghostly Pilferer

1



Creature — Spirit Rogue

M21

Whenever Ghostly Pilferer becomes untapped, you may pay 2. If you do, draw a card.

Whenever an opponent casts a spell from anywhere other than their hand, draw a card.

Discard a card: Ghostly Pilferer can't be blocked this turn.

2/1

052/274 R
M21 • EN • CRAIG I SPEARING

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Shipwreck Dowser

3



Creature — Merfolk Wizard

M21

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

When Shipwreck Dowser enters the battlefield, return target instant or sorcery card from your graveyard to your hand.

Lost at sea doesn't have to mean lost forever.

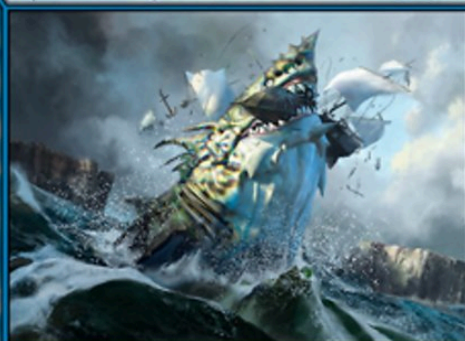
3/3

071/274 U
M21 • EN • CAROLINE GARIBA

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Spined Megalodon

5



Creature — Shark

M21

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Whenever Spined Megalodon attacks, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

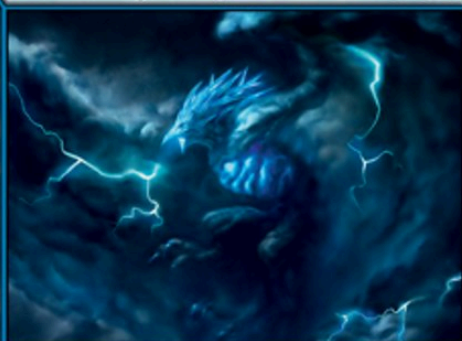
5/7

072/274 C
M21 • EN • DANIEL Ljunggren

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Stormwing Entity

3



Creature — Elemental

M21

This spell costs 2 less to cast if you've cast an instant or sorcery spell this turn.

Flying

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

When Stormwing Entity enters the battlefield, scry 2.

3/3

073/274 R
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Archfiend's Vessel 



Creature — Human Cleric 

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

When Archfiend's Vessel enters the battlefield, if it entered from your graveyard or you cast it from your graveyard, exile it. If you do, create a 5/5 black Demon creature token with flying.

1/1

088/274 U
M21 • EN • JAKE MURRAY ™ & © 2020 Wizards of the Coast

Eliminate 



Instant 

Destroy target creature or planeswalker with converted mana cost 3 or less.

"Cruelty? No. This is necessity."
—Kaervek

097/274 U
M21 • EN • CHRIS COLE ™ & © 2020 Wizards of the Coast

Goremmand   



Creature — Demon 

As an additional cost to cast this spell, sacrifice a creature.

Flying

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

When Goremmand enters the battlefield, each opponent sacrifices a creature.

5/5

101/274 U
M21 • EN • IGOR KIERYLEK ™ & © 2020 Wizards of the Coast

Kaervek, the Spiteful   



Legendary Creature — Human Warlock 

Other creatures get -1/-1.

"Defy me and I will burn the flesh from your bones. Betray me and I will steal the breath from your lungs."

3/2

106/274 R
M21 • EN • DAAMKEN ™ & © 2020 Wizards of the Coast

Liliana's Devotee 2

Creature — Human Warlock M21

Zombies you control get +1/+0.
At the beginning of your end step, if a creature died this turn, you may pay 1 . If you do, create a 2/2 black Zombie creature token.

Liliana inspires horror in many and fanatical admiration in a few.

2/3

109/274 U
M21 • EN • COLIN BOYER

Liliana's Steward

Creature — Zombie M21

, Sacrifice Liliana's Steward: Target opponent discards a card. Activate this ability only any time you could cast a sorcery.

Servants at Vess Manor are chosen for their strong work ethic and respectful demeanor. Being alive is not required.

1/2

111/274 C
M21 • EN • JASON A. ENGLE

Liliana, Waker of the Dead 2

Legendary Planeswalker — Liliana M21

+1 : Each player discards a card. Each opponent who can't loses 3 life.

-3 : Target creature gets -X/-X until end of turn, where X is the number of cards in your graveyard.

-7 : You get an emblem with "At the beginning of combat on your turn, put target creature card from a graveyard onto the battlefield under your control. It gains haste."

4

108/274 H
M21 • EN • ANNA STEINBAUER

Malefic Scythe 1

Artifact — Equipment M21

Malefic Scythe enters the battlefield with a soul counter on it.
Equipped creature gets +1/+1 for each soul counter on Malefic Scythe.
Whenever equipped creature dies, put a soul counter on Malefic Scythe.

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

112/274 U
M21 • EN • JOE SLICHER







Garruk, Unleashed 2



Legendary Planeswalker — Garruk M21

+1 : Up to one target creature gets +3/+3 and gains trample until end of turn.

-2 : Create a 3/3 green Beast creature token. Then if an opponent controls more creatures than you, put a loyalty counter on Garruk, Unleashed.

-7 : You get an emblem with "At the beginning of your end step, you may search your library for a creature card, put it onto the battlefield, then shuffle your library."

4

183/274 M
M21 • EN LIE SETLOKAN
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Llanowar Visionary 2



Creature — Elf Druid M21

When Llanowar Visionary enters the battlefield, draw a card.

☞: Add .

The elves of Llanowar look to their past to determine the shape of their future.

2/2

193/274 C
M21 • EN CRISTI BALANESCU
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Trufflesnout 2



Creature — Boar M21

When Trufflesnout enters the battlefield, choose one —

- Put a +1/+1 counter on Trufflesnout.
- You gain 4 life.

Its exploits are the stuff of legends among local chefs and fuel for nightmares among the forest thallids.

2/2

212/274 C
M21 • EN JASON KANG
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Warden of the Woods 4



Creature — Treefolk M21

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

Whenever Warden of the Woods becomes the target of a spell or ability an opponent controls, you may draw two cards.

Weak and strong alike seek shelter beneath its branches.

5/7

213/274 U
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Heath, Isle, Moor, Bluff, Grove