

Muldrotha, the Gravetide 3   



Legendary Creature — Elemental Avatar 

During each of your turns, you may play a land and cast a permanent spell of each permanent type from your graveyard. (If a card has multiple permanent types, choose one as you play it.)

"My child grew from rot and ruin, yet she bloomed."
—Multani

M 0243
FDN • EN  JASON RAINVILLE

6/6

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Island



 **Basic Land — Island** 

L 0285
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Island






 **Basic Land — Island** 


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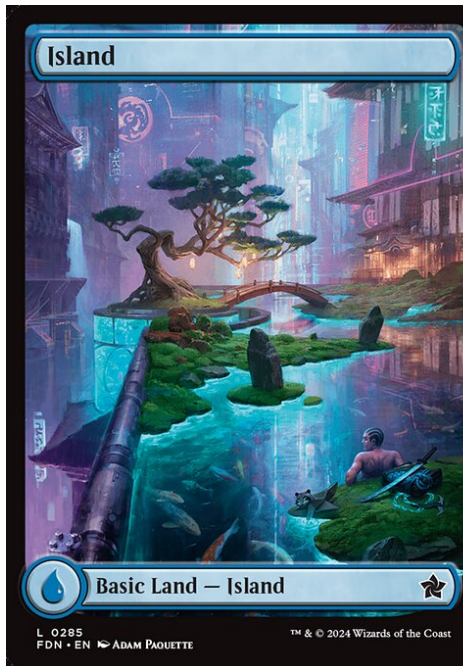
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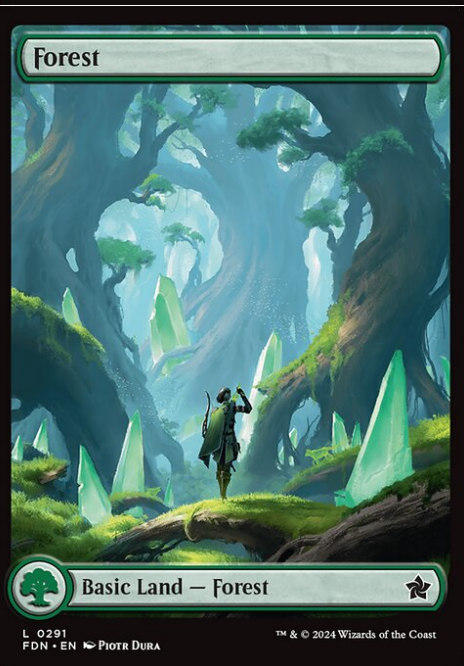
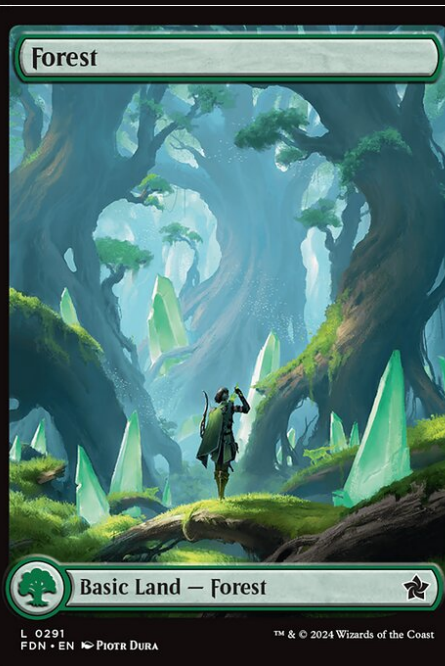
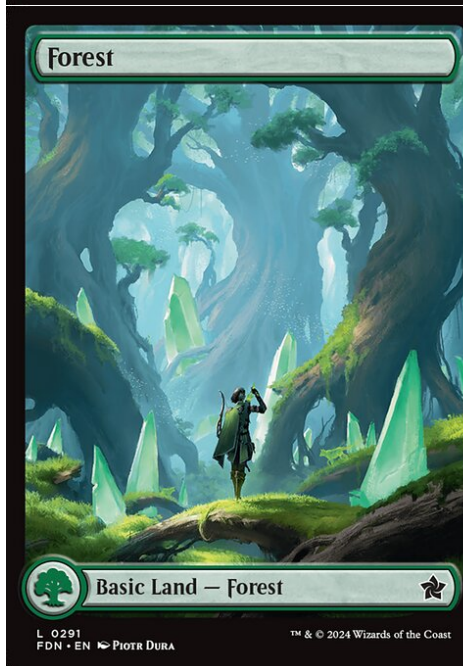
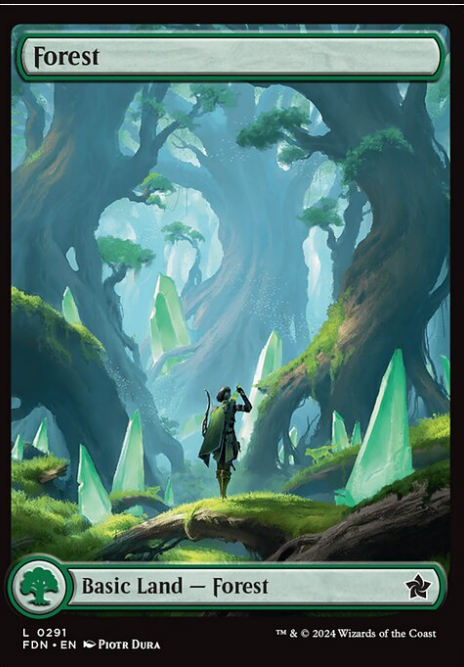
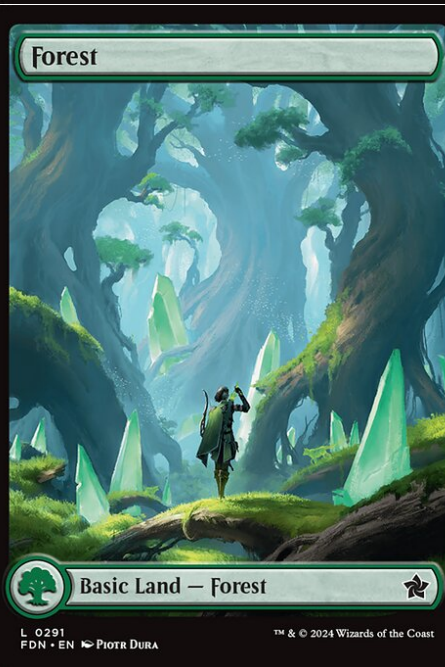
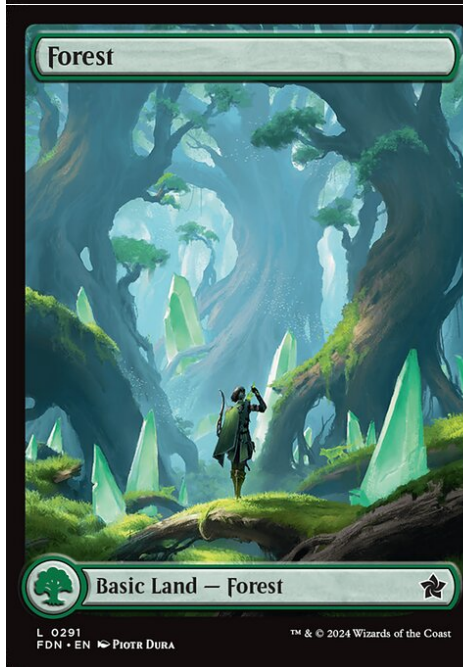
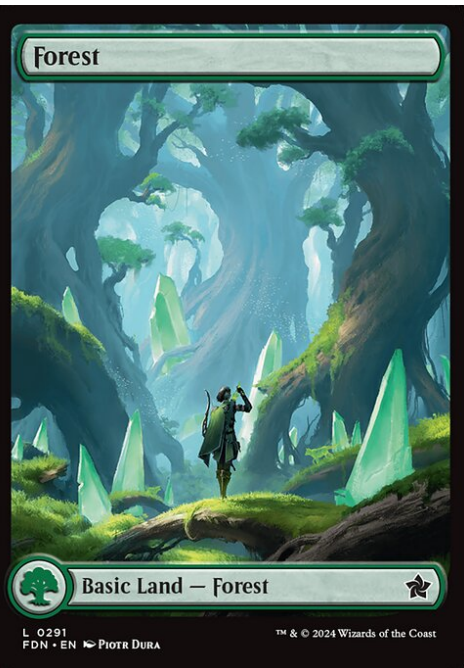


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Forest




Basic Land — Forest

L 0291
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Forest

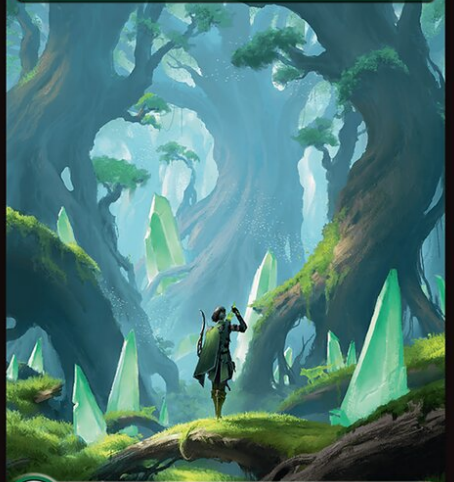


Basic Land — Forest

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Forest




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Forest



Basic Land — Forest

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Ancient Silver Dragon 6



Creature — Elder Dragon

Flying
Whenever Ancient Silver Dragon deals combat damage to a player, roll a d20. Draw cards equal to the result. You have no maximum hand size for the rest of the game.

8/8

RAOUL VITALE

Hullbreaker Horror 5



Creature — Kraken Horror

Flash
This spell can't be countered.
Whenever you cast a spell, choose up to one —

- Return target spell you don't control to its owner's hand.
- Return target nonland permanent to its owner's hand.

7/8

083/277 R
VOW • EN • SVETLIN VELINOV

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Demon of Loathing 5



Creature — Demon

Flying, Trample
Whenever Demon of Loathing deals combat damage to a player, that player sacrifices a creature.

7/7

TOMASZ JEDRUSZEK

Overlord of the Hauntwoods 3



Enchantment Creature — Avatar Horror

Impending 4—1 (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)
Whenever Overlord of the Hauntwoods enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.

6/5

M 0194
DSK • EN • TIFFANY TURRILL

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Galewind Moose

4



Creature — Elemental Elk

Flash

Vigilance, reach, trample

"Something has stirred the Calamity Beasts, and they are wreaking havoc. Anyone who wishes to help, come forth! Whether it's with your swords in the fight or your shovels in the field, join me!"
—Mabel, heir to Cragflame

6/6

U 0173
BLB • EN • VALERIA LUTFULLINA

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Quilled Greatwurm

4



Creature — Wurm

Trample

Whenever a creature you control deals combat damage during your turn, put that many +1/+1 counters on it. (It must survive to get the counters.)

You may cast this card from your graveyard by removing six counters from among creatures you control in addition to paying its other costs.

7/7

M 0111
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Bonny Pall, Clearcutter

3



Legendary Creature — Giant Scout

Reach

When Bonny Pall, Clearcutter enters the battlefield, create Beau, a legendary blue Ox creature token with "This creature's power and toughness are each equal to the number of lands you control."

Whenever you attack, draw a card, then you may put a land card from your hand or graveyard onto the battlefield.

6/5

R 0196
OTJ • EN • BRYAN SOLA

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Rampaging Brontodon

5



Creature — Dinosaur

Trample

Whenever Rampaging Brontodon attacks, it gets +1/+1 until end of turn for each land you control.

7/7

LARS GRANT-WEST

Ghalta, Stampede Tyrant

5



Legendary Creature — Elder Dinosaur

Trample

When Ghalta, Stampede Tyrant enters the battlefield, put any number of creature cards from your hand onto the battlefield.

A thundering roar calls forth a primeval army.

12/12

M 0185
LCI • EN • LARS GRANT-WEST

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Teval, Arbiter of Virtue

2



Legendary Creature — Spirit Dragon

Flying, lifelink

Spells you cast have delve. (Each card you exile from your graveyard while casting those spells pays for 1.)

Whenever you cast a spell, you lose life equal to its mana value.

"As you act, so shall you be judged."

6/6

M 0230
TDM • EN • ALEXANDER OSTROWSKI

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Bloodthirsty Conqueror

3



Creature — Vampire Knight

Flying, deathtouch

Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.)

"This town swims with such exquisite blood. I will take every drop for my own."

5/5

M 0058
FDN • EN • DMITRY BURMAK

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High Fae Trickster

3



Creature — Faerie Wizard

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

Flying

You may cast spells as though they had flash.

To the High Fae, spells that take a human years to master come as easily as breathing.

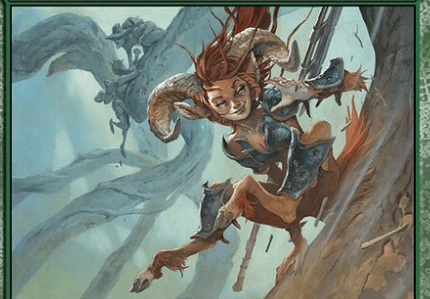
4/2

R 0040
FDN • EN • JUSTYNA DURA

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Rootrider Faun

1



Creature — Satyr Scout

☞: Add ☙.

1, ☞: Add one mana of any color.

"Human feet aren't inferior to hooves for climbing. It's their plodding, mistrustful personalities that hold them back."

1/3

C 0182
WOE • EN • JESPER EISING

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Three Tree Rootweaver

1



Creature — Mole Druid



☞: Add one mana of any color.

"It's easy to find your way around the Root Maze if you know what to look, listen, smell, feel, and taste for."

1/3

C 0198
BLB • EN • CHRIS SEAMAN

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Tender Wildguide

1



Creature — Possum Druid



Offspring 2 (You may pay an additional 2 as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

☞: Add one mana of any color.

☞: Put a +1/+1 counter on this creature.

2/2

R 0196
BLB • EN • JAKOB ERICH

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Nightshade Dryad

1



Creature — Dryad



Deathtouch

☞: Add ♦.

☞: Add one mana of any color.

"Death is a natural part of life. Without the mulch to feed new sprouts, everything withers."

1/2

C 0163
MH3 • EN • BASTIEN L. DEHARME

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Ilysian Caryatid

1



Creature — Plant



☞: Add one mana of any color. If you control a creature with power 4 or greater, add two mana of any one color instead.

1/1

WINONA NELSON

Arcane Signet

2



Artifact



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

DAN SCOTT

Command Tower



Land



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

EVAN SHIPARD

Hulking Raptor

2



Creature — Dinosaur



Ward 2

At the beginning of your precombat main phase, add ♣♣.

"I watched him rip a Phyrexian dreadnought in half once. A few vampires will barely slow him down."
—Huathi

5/3

R 0191
LC1 • EN • NÉSTOR OSSANDÓN LEAL

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Llanowar Elves

1



Creature — Elf Druid



☞: Add ♣.

The elves of the Llanowar forest have defended it for generations. It is their sacred duty to keep outside influences from corrupting their ancestral home.

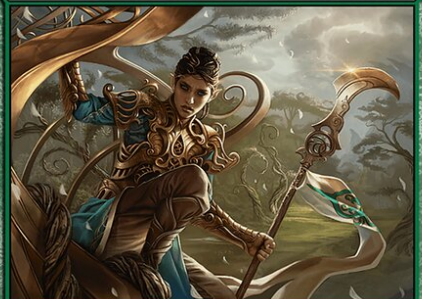
1/1

C 0227
FDN • EN • KEY WALKER

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Druid of the Cowl

1



Creature — Elf Druid



☞: Add ♣.

"The wild tangle of the Cowl provides sanctuary to life that watched the first buildings rise."

1/3

C 0554
FDN • EN • MAGALI VILLENEUVE

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Raucous Audience 1



Creature — Human Citizen

☞: Add ♣. If you control a creature with power 4 or greater, add ♣♣ instead.

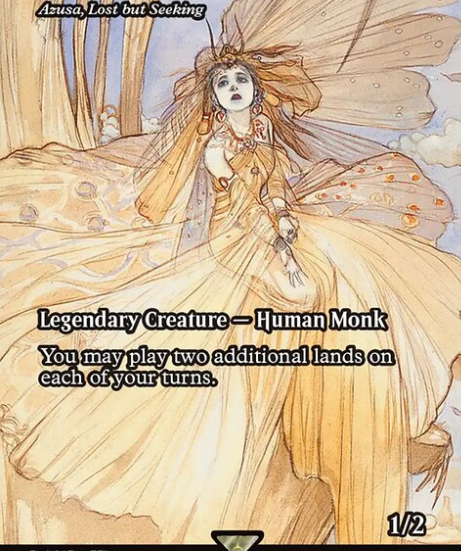
"I think The Boulder is going to win back the belt at Earth Rumble Six!"

2/1

C 0190 TLA • EN いけだCPT/IKEDA_CPT ©2025 Vincom. TM & © 2025 Wizards of the Coast

Princess Sarah 2

Azusa, Lost but Seeking



Legendary Creature — Human Monk

You may play two additional lands on each of your turns.

1/2

R 0015 FFI FCA • EN 天野嘉孝/YOSHITAKA AMANO TM & © 2025 Wizards of the Coast
IMAGE ILLUSTRATION: © YOSHITAKA AMANO

Woodland Mystic 1



Creature — Elf Druid

☞: Add ♣.

1/1

URIAH VOTH

Deathbloom Gardener 2



Creature — Elf Druid

Deathtouch

☞: Add one mana of any color.

"I can provide the Coalition with poisons that will break down Phyrexian machinery as easily as they stop the heart."

1/1

159/281 C DMU • EN MARTA NAEL TM & © 2022 Wizards of the Coast

Llanowar Tribe



Creature — Elf Druid

☞: Add ♣♣♣.

"Llanowar remembers the Ice Age, the Phyrexian Invasion, and the Rift Era. So long as we draw breath, we will ensure such disasters never threaten our world again."

3/3

170/254 U MH1 • EN SCOTT MURPHY TM & © 2019 Wizards of the Coast

Opulent Palace



Land

This land enters tapped.

☞: Add ♠, ♣, or ♡.

"The people must know that the former seat of their oppression is cleansed. Throw open Qarsi's gates and let them see for themselves."
—Kotis, the Fangkeeper

U 0264 TDM • EN SERGEY GLUSHAKOV TM & © 2025 Wizards of the Coast

Willowrush Verge



Land

☞: Add ♡.

☞: Add ♣. Activate only if you control a Forest or an Island.

"If nothing else, that Loot is one brave little rat."
—Winter

R 0270 DFT • EN AARON MILLER TM & © 2025 Wizards of the Coast

Foreboding Landscape



Land

☞: Add ♦.

☞, Sacrifice Foreboding Landscape: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.

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

C 0221 MH3 • EN ERIKAS PERL TM & © 2024 Wizards of the Coast

Wastewood Verge



Land

☞: Add ♣.

☞: Add ♠. Activate only if you control a Swamp or a Forest.

"I'm worried about Loot. He has great power but lacks the experience to know what dangers await him."
—Vraska

R 0268 DFT • EN BARTER FEDYCZAK TM & © 2025 Wizards of the Coast

Gloomlake Verge



Land

☞: Add .

☞: Add . Activate only if you control an Island or a Swamp.

Here, the Floodpits languish like a corpse, the clear waters choked by the filthy hands of the bog.

R 0260
DSK • EN • MARCO GORLEI

Aegis Turtle



Creature — Turtle

On Ikororia, even the gentlest creatures are constantly evolving, outpacing tooth and claw with mighty natural armor.

0/5

C 0150
FDN • EN • MILIVOJ ČERAN

Aqueous Form



Enchantment — Aura

Enchant creature
Enchanted creature can't be blocked.
Whenever enchanted creature attacks, scry 1.

SLAWOMIR MANIAK

Unable to Scream



Enchantment — Aura

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

C 0078
DSK • EN • FARIBA KHAMSEH

Azure Beastbinder



Creature — Rat Rogue

Vigilance
Azure Beastbinder can't be blocked by creatures with power 2 or greater.
Whenever Azure Beastbinder attacks, up to one target artifact, creature, or planeswalker an opponent controls loses all abilities until your next turn. If it's a creature, it also has base power and toughness 2/2 until your next turn.

1/3

R 0041
BLB • EN • ADAM PAQUETTE

Wild Rose Rebellion



Counterspell

Instant
Counter target spell.

U 0004 FFI
FCA • EN • 天野喜孝/YOSHITAKA AMANO

PROSPERITY POST

ESSENCE CAPTURE



INSTANT

Counter target creature spell. Put a +1/+1 counter on up to one target creature you control.

Might or Magic? Recent Clash Fuels Debate

U 0010
OTP • EN • ADAM VOLKER

Essence Scatter



Instant

Counter target creature spell.

"The greatest victory is a battle unfought."
—Tome of Obstructions

U 0153
FDN • EN • JOSH HASS

Fog Bank



Creature — Wall

Defender (This creature can't attack.)
Flying
Prevent all combat damage that would be dealt to and dealt by this creature.

The battalion thought they could escape the fog by marching in a straight line. Three days later, they began to suspect it was following them.

0/2

U 0591
FDN • EN • HOWARD LYON

Hermitic Nautilus 1



Artifact Creature — Nautilus

Vigilance

1 : Hermitic Nautilus gets +3/-3 until end of turn.

It devoured the shell's original owner long ago, but it's just about ready to start looking for a new home—and a meal to go with it.

1/4

U 0058
LCI • EN • LOGAN FELICIANO

Omniscience 7



Enchantment

You may cast spells from your hand without paying their mana costs.

"The things I once imagined would be my greatest achievements were only the first steps toward a future I can only begin to fathom."
—Jace Beleren

M 0161
FDN • EN • JASON CHAN

Imprisoned in the Moon 2



Enchantment — Aura

Enchant creature, land, or planeswalker
Enchanted permanent is a colorless land with " : Add " and loses all other card types and abilities.

Only one vault was great enough to hold Emrakul.

U 0156
FDN • EN • RYAN ALEXANDER LEE

Kaito, Cunning Infiltrator 1



Legendary Planeswalker — Kaito

Whenever a creature you control deals combat damage to a player, put a loyalty counter on Kaito.

+1 Up to one target creature you control can't be blocked this turn. Draw a card, then discard a card.

-2 : Create a 2/1 blue Ninja creature token.

-9 You get an emblem with "Whenever a player casts a spell, you create a 2/1 blue Ninja creature token."

3

M 0044
FDN • EN • EYVY FONG

Fell 1



Sorcery

Destroy target creature.

When Glarb ordered the egg stolen, the Great Maha communicated its anger in a universal language.

U 0095
BLB • EN • A. M. SARTOR

Cracked Skull 2



Enchantment — Aura

Enchant creature

When Cracked Skull enters, look at target player's hand. You may choose a nonland card from it. That player discards that card.

When enchanted creature is dealt damage, destroy it.

Ears ringing and head throbbing, all Tarvin could do was wait to see what would finish the job.

C 0088
DSK • EN • MIRKO FAILONI

Trygon Predator 1



Creature — Beast

Flying

Whenever this creature deals combat damage to a player, you may destroy target artifact or enchantment that player controls.

Held aloft by metabolized magic, trygons are ravenous for sources of mystic fuel.

2/3

U 0667
FDN • EN • CARL CRITCHLOW

Maelstrom Pulse 1



Sorcery

Destroy target nonland permanent and all other permanents with the same name as that permanent.

During the collision of the shards, entire ways of life disappeared without a trace.

R 0661
FDN • EN • JOHN AYON

Overlord of the Floodpits 3



Enchantment Creature — Avatar Horror

Impending 4—1 (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)

Flying

Whenever Overlord of the Floodpits enters or attacks, draw two cards, then discard a card.

5/3

M 0068
DSK • EN • AIZ I HARDING

Tome Scour 



Sorcery 

Target player mills five cards.

STEVEN BELLEDIN

Waterlogged Hulk 



Artifact 

: Mill a card. (Put the top card of your library into your graveyard.)

Craft with Island 3  (3 , Exile this artifact, Exile an Island you control or an Island card from your graveyard: Return this card transformed under its owner's 4/4 control. Craft only as a sorcery.)

U 0083
LCI • EN • ARTUR TREFFNER

Watertight Gondola 



Artifact — Vehicle

Vigilance

Descend 8 — Watertight Gondola can't be blocked as long as there are eight or more permanent cards in your graveyard.

Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

4/4

U 0083
LCI • EN • ARTUR TREFFNER

Picklock Prankster 



Creature — Faerie Rogue 

Free the Fae 
Instant — Adventure

Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.

Flying, vigilance

You can't cage mischief.

1/3

U 0064
WOE • EN • IRIS COMPIET

Stillness in Motion 



Enchantment 

At the beginning of your upkeep, mill three cards. Then if your library has no cards in it, exile this enchantment and put five cards from your graveyard on top of your library in any order.

"The Meditation Realm is a willful puzzle. Seek, and it will impede. Wait, and it will permit passage."

R 0059 Story Spotlight
TDM • EN • KAI CARPENTER

The Tale of Tamiyo 



(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)

I Mill two cards. If two cards that share a card type were milled this way, draw a card and repeat this process.

II

III

IV Exile any number of target instant, sorcery, and/or Tamiyo planeswalker cards from your graveyard. Copy them. You may cast any number of the copies.

Legendary Enchantment — Saga 

R 0075
DSK • EN • ANNA PAVLEEVA

Cruel Somnophage 



Creature — Nightmare 

Can't Wake Up 
Sorcery — Adventure

Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)

Cruel Somnophage's power and toughness are each equal to the number of creature cards in all graveyards.

/

R 0222
WOE • EN • JASON A. ENGLE

Festerleech 



Creature — Zombie Leech 

Whenever Festerleech deals combat damage to a player, you mill two cards.

1 : Festerleech gets +2/+2 until end of turn. Activate only once each turn.

"Four Dead in Zombie Leech Attack, Dozens Nauseated"
—Tenth District Times headline

1/1

U 0095
MKM • EN • HELGE C. BALZER

Screaming Phantom 



Creature — Spirit 

Flying

Whenever Screaming Phantom attacks, mill a card. (Put the top card of your library into your graveyard.)

After a slow death in darkness, she flies into a rage at the slightest glimpse of light.

2/2

C 0118
LCI • EN • HALIL URAL

Witness Protection 1



Enchantment — Aura

Enchant creature
Enchanted creature loses all abilities and is a green and white Citizen creature with base power and toughness 1/1 named Legitimate Businessperson. *(It loses all other colors, card types, creature types, and names.)*

C 0168
FDN • EN DOMINIK MAYER

Fresh Start 1



Enchantment — Aura

Flash
Enchant creature
Enchanted creature gets -5/-0 and loses all abilities.
"I know leaving your old life was no easy choice. Welcome, Novice Sardul."
—Elsa

U 0046
TDM • EN JOE SLUCHER

Stasis Field 1



Enchantment — Aura

Enchant creature
Enchanted creature has base power and toughness 0/2, has defender, and loses all other abilities.
Old glitches in mage-ring function became critical tools in Vryn's defense.

C 0079
MOM • EN JINHO BAE

Flood the Engine 2



Enchantment — Aura

Enchant creature or Vehicle
When this Aura enters, tap enchanted permanent.
Enchanted permanent loses all abilities and doesn't untap during its controller's untap step.
There had been a time when the Endriders would've killed for water.

C 0042
DFT • EN ERIC WILKERSON

Nowhere to Run 1



Enchantment

Flash
When Nowhere to Run enters, target creature an opponent controls gets -3/-3 until end of turn.
Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

U 0111
DSK • EN JODIE MUIR

Sporogenic Infection 1



Enchantment — Aura

Enchant creature
When Sporogenic Infection enters, target player sacrifices a creature other than enchanted creature.
When enchanted creature is dealt damage, destroy it.

U 0117
DSK • EN WARREN MAHY

Swampsnare Trap 2



Enchantment — Aura

This spell costs 1 less to cast if it targets a creature with flying.
Enchant creature
Enchanted creature gets -5/-3.
"Just a little closer. Nice and easy. Nothing to worry about. We just fixin' to eat ya."
—Due, Foggy Swamp Tribe member

C 0120
TLA • EN よしお/YOSHIOKA

Hedge Maze



Land — Forest Island

($\{$: Add ♣ or ♠.)
Hedge Maze enters the battlefield tapped.
When Hedge Maze enters the battlefield, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

R 0262
MKM • EN ANDREW MAR

Undercity Sewers



Land — Island Swamp

($\{$: Add ♠ or ♣.)
Undercity Sewers enters the battlefield tapped.
When Undercity Sewers enters the battlefield, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

R 0270
MKM • EN YEONG-HAO HAN

Underground Mortuary



Land — Swamp Forest

(: Add  or .)

Underground Mortuary enters the battlefield tapped.

When Underground Mortuary enters the battlefield, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

R 0271

MKM • EN

 SERGEY GLUSHAKOV

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Glimpse the Unthinkable



Sorcery

Target player puts the top ten cards of his or her library into his or her graveyard.

“I am confident that if anyone actually penetrates our facades, even the most perceptive would still be fundamentally unprepared for the truth of House Dimir.”
 —Szadek

Brandon Kitkowski

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