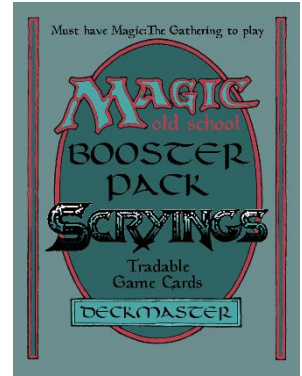


SCRYINGS



*In the darkest libraries of Tolaria, a twisted mage quests the palantir for stories of Dominionian magic. The visions create rifts in time and space, revealing empires of the past and future, planes long forgotten, and the Dominionian Ice Age alongside the lush landscapes of Jamuraa a millennia later. A wanderlust to this reality can only be quenched by **Scriyings**.*

Release date: December 28th 2019

Set size: 116 (40 common, 35 uncommon, 41 rare)

Origins:

- Fallen Empires (fem)
- Ice Age (ice)
- Homelands (hml)
- Alliances (all)
- Mirage (mir)
- Visions (vis)
- Weatherlight (wth)

Legality: Occasional and at organizers' discretion; e.g. at n00bcon 12

The expansions from the tail end of 1994 up to the middle of 1997 have a certain silver-age feel. And they bring cards that would be sweet to re-evaluate with our contemporary understanding of Magic. But even disregarding any blatant anachronisms, legalizing any given of those sets could also come with some baggage. There's a lot of spice in Alliances, but is giving control decks access to Force of Will worth it?

So an "old school Future Sight" or "reversed Chronicles" seemed like the most interesting approach. Eagle-eyed statisticians may recognize the set size of 116 cards as a subtle wink to just Chronicles.

For those of you eager to discern more on what Scriyings will contain, here's a few of the constraints I used when selecting the cards: Each color will have the same number of cards,

distributed at the same rarity. Rarity in Scryings is the same as the rarity of the cards in the original set. The focus should not be to make existing tier1 decks better, but rather to fill holes in mid-tier strategies or create new ones. To maintain a somewhat uniform style within the set,

- No cards with the old tap symbol will be included.
- No new keywords will be introduced in the set.

We don't want to release cards that are "obvious restrictions", but rather encourage exploration. That said, a card having been banned or restricted in its heyday could still be fair game today. Cards that create a lot of consistency could alter the old school "rythm", so we should tread careful with cantrips, tutors and the likes.

Banned and restricted cards and other rules

Banned and restrictions, reprint policy, mulligan rule and mana burn follow the normal Old school rules as per format you are playing in.

Introduction text by

Slanfan / n00bcon

MAGIC: THE GATHERING

UNOFFICIAL EXPANSION EDITION



SCRYPINGS

In the darkest libraries of Tolaria, a twisted mage quest the palantir for stories of Dominian magic. The visions create rifts in time and space, revealing empires of the past and future, planes long forgotten, and the Dominian Ice Age alongside the lush landscapes of Jannala a millennia later. A wanderlust to this reality can only be quenched by Scryings.

Release date: 26th of December 2019
Set size: 110 (40 common, 35 uncommon, 41 rare)

CARD LIST

Nr	Card Name	Color	Rarity	Origin
1	Anvil of Bogardan	Artifact	Rare	Visions
2	Argivian Find	White	Uncommon	Weatherlight
3	Argivian Restoration	Blue	Uncommon	Weatherlight
4	Ashen Ghoul	Black	Uncommon	Ice Age
5	Autumn Willow	Green	Rare	Homelands
6	Balduvian Horde	Red	Rare	Alliances
7	Benthic Explorer	Blue	Common	Alliances
8	Blinkning Spirit	White	Rare	Ice Age
9	Browse	Blue	Uncommon	Alliances
10	Buried Alive	Black	Uncommon	Weatherlight
11	Casting of Bones	Black	Common	Alliances
12	Chimeric Sphere	Artifact	Uncommon	Weatherlight
13	Choking Sands	Black	Common	Mirage
14	Chronatog	Blue	Rare	Visions
15	City of Solitude	Green	Rare	Visions
16	Creeping Mold	Green	Uncommon	Visions
17	Dance of the Dead	Black	Uncommon	Ice Age
18	Dark Banishing	Black	Common	Ice Age
19	Deadly Insect	Green	Common	Alliances
20	Death Speakers	White	Uncommon	Homelands
21	Deep Spawn	Blue	Uncommon	Fallen Empires
22	Deflection	Blue	Rare	Ice Age
23	Derelor	Black	Rare	Fallen Empires
24	Desolation	Black	Uncommon	Visions

Nr	Card Name	Color	Rarity	Origin
25	Duskrider Falcon	White	Common	Weatherlight
26	Dwarven Miner	Red	Uncommon	Mirage
27	Elder Druid	Green	Rare	Ice Age
28	Emerald Charm	Green	Common	Visions
29	Empyrial Armor	White	Common	Weatherlight
30	Enduring Renewal	White	Rare	Ice Age
31	Eron the Relentless	Red	Uncommon	Homelands
32	Forgotten Lore	Green	Uncommon	Ice Age
33	Forsaken Wastes	Black	Rare	Mirage
34	Freewind Falcon	White	Common	Visions
35	Funeral Charm	Black	Common	Visions
36	Gerrard's Wisdom	White	Uncommon	Weatherlight
37	Goblin Elite Infantry	Red	Common	Mirage
38	Goblin Grenade	Red	Common	Fallen Empires
39	Goblin Tinkerer	Red	Common	Mirage
40	Goblin Vandal	Red	Common	Weatherlight
41	Grinning Totem	Artifact	Rare	Mirage
42	Guerrilla Tactics	Red	Common	Alliances
43	Hammer of Bogardan	Red	Rare	Mirage
44	High Tide	Blue	Common	Fallen Empires
45	Ihsan's Shade	Black	Uncommon	Homelands
46	Infernal Contract	Black	Rare	Mirage
47	Ivory Gargoyle	White	Rare	Alliances
48	Jamuraan Lion	White	Common	Visions
49	Jester's Cap	Artifact	Rare	Ice Age

Nr	Card Name	Color	Rarity	Origin
50	Jokulhaups	Red	Rare	Ice Age
51	Kjeldoran Outpost	Land	Rare	Alliances
52	Krovikan Horror	Black	Rare	Alliances
53	Lat-Nam's Legacy	Blue	Common	Alliances
54	Lord of Tresserhorn	Multicolor	Rare	Alliances
55	Magma Mine	Artifact	Uncommon	Visions
56	Man-o'-War	Blue	Common	Visions
57	Mangara's Blessing	White	Uncommon	Mirage
58	Memory Lapse	Blue	Common	Homelands
59	Merfolk Traders	Blue	Common	Weatherlight
60	Mindstab Thrull	Black	Common	Fallen Empires
61	Miraculous Recovery	White	Uncommon	Visions
62	Mistmoon Griffin	White	Uncommon	Weatherlight
63	Natural Order	Green	Rare	Visions
64	Nature's Lore	Green	Uncommon	Ice Age
65	Nettletooth Djinn	Green	Uncommon	Mirage
66	Noble Benefactor	Blue	Uncommon	Weatherlight
67	Orcish Captain	Red	Uncommon	Fallen Empires
68	Orcish Librarian	Red	Rare	Ice Age
69	Orcish Lumberjack	Red	Common	Ice Age
70	Orcish Squatters	Red	Rare	Ice Age
71	Order of Leitbur	White	Common	Fallen Empires
72	Order of the Ebon Hand	Black	Common	Fallen Empires
73	Orgg	Red	Rare	Fallen Empires
74	Pacifism	White	Common	Mirage

Nr	Card Name	Color	Rarity	Origin
75	Phyrexian Dreadnought	Artifact	Rare	Mirage
76	Pillage	Red	Uncommon	Alliances
77	Political Trickery	Blue	Rare	Mirage
78	Pox	Black	Rare	Ice Age
79	Primal Order	Green	Rare	Homelands
80	Primitive Justice	Red	Uncommon	Alliances
81	Quirion Ranger	Green	Common	Visions
82	Reveka, Wizard Savant	Blue	Rare	Homelands
83	River Boa	Green	Common	Visions
84	River Merfolk	Blue	Rare	Fallen Empires
85	Rogue Elephant	Green	Common	Weatherlight
86	Royal Herbalist	White	Common	Alliances
87	Sacred Mesa	White	Rare	Mirage
88	Scaled Wurm	Green	Common	Ice Age
89	Sea Sprite	Blue	Uncommon	Homelands
90	Seeds of Innocence	Green	Rare	Mirage
91	Serrated Arrows	Artifact	Uncommon	Homelands
92	Sewer Rats	Black	Common	Mirage
93	Simoon	Multicolor	Uncommon	Visions
94	Soldevi Sage	Blue	Common	Alliances
95	Song of Blood	Red	Common	Visions
96	Soraya the Falconer	White	Rare	Homelands
97	Spectral Bears	Green	Uncommon	Homelands
98	Spirit of the Night	Black	Rare	Mirage
99	Storm Crow	Blue	Common	Alliances

Nr	Card Name	Color	Rarity	Origin
100	Storm Shaman	Red	Common	Alliances
101	Stormbind	Multicolor	Rare	Ice Age
102	Stupor	Black	Uncommon	Mirage
103	Tar Pit Warrior	Black	Common	Visions
104	Teferi's Puzzle Box	Artifact	Rare	Visions
105	Thawing Glaciers	Land	Rare	Alliances
106	Thran Tome	Artifact	Rare	Weatherlight
107	Tinder Wall	Green	Common	Ice Age
108	Tithe	White	Rare	Visions
109	Uktabi Orangutan	Green	Uncommon	Visions
110	Undergrowth	Green	Common	Alliances
111	Undiscovered Paradise	Land	Rare	Visions
112	Waterspout Djinn	Blue	Uncommon	Visions
113	Wild Aesthir	White	Common	Alliances
114	Wildfire Emissary	Red	Uncommon	Mirage
115	Zur's Weirding	Blue	Rare	Ice Age
116	Zuran Orb	Artifact	Uncommon	Ice Age

CARDS

White



Death Speakers



Summon Speakers



Protection from black
*"Such innocent little birds. They
sing a sweet song, sitting on their
fragile branch."*
—Grandmother Sengir

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1/1

Duskriider Falcon



Summon Falcon



Flying, protection from black
*"Seaborne ships have their dolphins
to dance in their wakes; I have my
duskriders."*
—Sisay, journal

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1/1

Empyrial Armor 1 **



Enchant Creature



Enchanted creature gets +X/+X, where X is equal to the number of cards in your hand.

"An angel appeared in the smoldering skies above the fray, her clothes as flames, her armor as fire."

—*"Hymn of Angelfire"*

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Enduring Renewal 2 **



Enchantment



Play with the cards in your hand face up on the table. If you draw a creature card from your library, discard it. Whenever a creature goes to your graveyard from play, put that creature into your hand.

That which lasts longest serves best.

Illus. Harold von Steiner
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Freewind Falcon 1 *



Summon Falcon V

Flying, protection from red
*"That does it! I'm going back to
hunting chickens!"*
—Rhirkok, goblin archer

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Gerrard's Wisdom 2 **



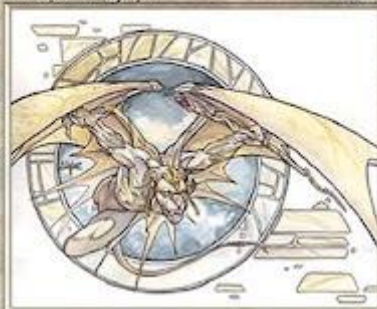
Enchantment A

For each card in your hand, gain 2 life.
*"Fighting without an army is called a duel,
and you'll lose a duel if your enemy comes
expecting a war."*
—Gerrard of the Weatherlight

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Ivory Gargoyle

4 *



Summon Gargoyle

2/2

Flying

If Ivory Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase.

4*: Remove Ivory Gargoyle from the game.

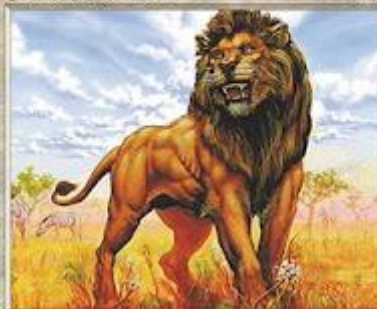
Illus.: Quinton Hoover

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2/2

Jamuraaan Lion

2 *



Summon Lion

3

*, ☉: Target creature cannot block this turn.

The lion blinked

—Femeref expression meaning
"situation avoided"

Illus.: Steven Griffin

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3/1

Mangara's Blessing

2 *



Instant

2/5

Gain 5 life.

If a spell or effect controlled by an opponent causes you to discard Mangara's Blessing, gain 2 life and return Mangara's Blessing from your graveyard to your hand at end of turn.

Illustration: David LaChapelle

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Miraculous Recovery

4 *



Instant

1

Put target creature card from your graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it were just played.

"You stop breathing for just a few minutes and everyone jumps to conclusions."

—Zarkuu, necrosavant

Illustration: Brandon Boyer

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Mistmoon Griffin

3 *



Summon Griffin



Flying

If Mistmoon Griffin is put into any graveyard from play, remove Mistmoon Griffin from the game, then put the top creature card from your graveyard into play.

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2/2

Order of Leitbur

♦ ♦



Summon Cleric



Protection from black

♦♦: +1/+0 until end of turn

♦: First strike until end of turn

"The powers of the corrupt will fade before the fury of the pure."

—Bethan Leitbur, "The Way"

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2/1

Pacifism

1 *



Enchanted Creature

2/5

Enchanted creature cannot attack or block.

For the first time in his life, Grakkk felt a little warm and fuzzy inside.

Illus. Robert Miller

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Royal Herbalist

*



Summon Cleric

2/4

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."

Hakvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler

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1/1

Soraya the Falconer

1 ★★



Summon Legend

All Falcons get +1/+1.
1★: Target Falcon gains banding until end of turn.
"Soraya speaks with the hunters of the air, as do all of her family line."
—Autumn Willow

Illus. Dennis Detwiler

2/2

Sacred Mesa

2 ★



Enchantment

7/5

During your upkeep, sacrifice a Pegasus or bury Sacred Mesa.

1★: Put a Wild Pegasus token into play. Treat this token as a 1/1 white creature with flying that counts as a Pegasus.

"Do not go there, do not go / unless you rise on wings, unless you walk on hooves."
—*"Song to the Sun," Femeref song*

Illus. Miran Guran
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Liche

★



Instant

▼

Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for an additional plains card. Reveal those cards to all players and put them into your hand. Shuffle your library afterwards.

Illus. Jon J. Muth

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Wild Fleschir

2 ★



Summon Aesthir

2/4

Flying, first strike

★★: +2/+0 until end of turn. You cannot spend more than ★★ in this way each turn.

"What Barbarian secrets do they spy from their lofty perch?"

—General Varchild

Illus. Greg Simanzen

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1/1

Blue



Browse

200



Enchantment

244: Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.
"Once great literature—now great litter."
—Jaya Ballard, Task Mage

Illus. Phil Foglio

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Chronatog

10



Summon Atog

V

Skip your next turn: Chronatog gets +3/+3 until end of turn. Use this ability only once each turn.

For the chronatog, there is no meal like the present.

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1/2



High Tide



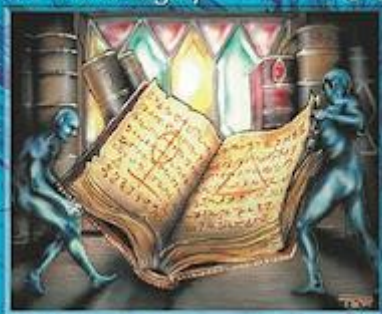
Instant

Until end of turn, all islands produce an additional  when tapped for mana.
*"May Srychun and her tides favor you."
— Traditional Merfolk blessing*

Illus. Anson Maddocks

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Lat-Nam's Legacy



Instant

Choose a card from your hand and shuffle that card into your library to draw two cards at the beginning of the next turn's upkeep.
*"All the knowledge of Lat-Nam could not protect its sages from the Brothers' War." — Gerda Aagesdotter,
Archmage of the Unseen*

Illus. Tom Wänerstrand

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Man-o'-War

2



Summon Jellyfish

V

When Man-o'-War comes into play,
return target creature to owner's hand.

*"Beauty to the eye does not always
translate to the touch."*

—Naimah, Femeref philosopher

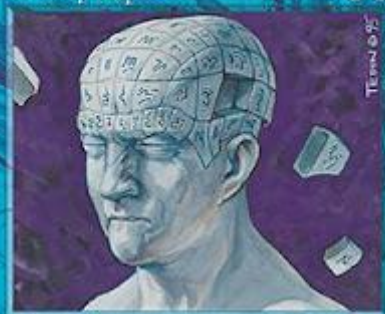
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2/2

Memory Lapse

1



Interrupt

5

Counter target spell. Put that
spell on top of its owner's
library.

*"Um . . . oh . . . what was I
saying?"*

—Reveka, Wizard Savant

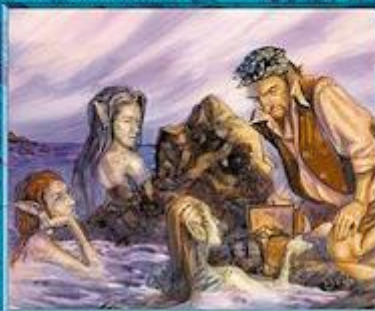
Illus. Mark Tedin

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1

Merfolk Traders

1



Summon Merfolk



When Merfolk Traders comes into play, draw a card, then choose and discard a card.

"As much as I hate water, I do love fish . . ."
—Mirri of the Weatherlight

Illus. D'Erfezzi

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1/2

Noble Benefactor

2



Summon Cleric



If Noble Benefactor is put into any graveyard from play, each player may search his or her library for any one card and put that card into his or her hand. Each player who searches his or her library shuffles it afterwards.

Illus. D'Erfezzi

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2/2

Political Trickery

2



Sorcery

Choose target land you control and target land an opponent controls. Exchange control of those lands.

"Politics is a game—move a stone here, move a stone there—except sometimes the stones bleed."

—Shauku, Endbringer

Illus. Scott Kirschner

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Reveka, Wizard Savant

2



Summon Legend

☞: Reveka deals 2 damage to target creature or player and does not untap during your next untap phase.

"It's nice to see a sister Dwarf in a position of such power, but why'd it have to be one of those seafaring muleheads?"

—Halina, Dwarven Trader

Illus. Susan Van Camp

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0/1

River Merfolk

1 1



Summon Merfolk

♣: Mountainwalk until end of turn
"Dwelling in icy mountain streams
near their Goblin and Orcish foes, the
River Merfolk were known for their
stoicism."
—Sarpadian Empires, vol. V

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2/1

Sea Sprite

1 1



Summon Faerie

Flying, protection from red
"No one can catch what won't be
caught."
—Kakra, Sea Troll

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1/1

Soldevi Sage

1 1



Summon Wizard

☉: Sacrifice two lands to draw three cards. Choose and discard one of those cards.

"Our underground archives grow daily, as our excavators and sages alike dig to uncover hidden wonders."
—Arcum Dagsson,
Soldevi Machinist

Illus. Carol Heyer

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1/1

Storm Crow

1 1



Summon Bird

Flying

"It tells you that the worst is coming. Do you listen?"

—Lexisa Coldeyes,
Baldevian Chieftain

Illus. Sandra Eberingham

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1/2



Black

Ashen Ghoul

3



Summon Ghoul

Ashen Ghoul can attack the turn it comes into play.
☞: Return Ashen Ghoul to play under your control. Use this ability only at the end of your upkeep and only if Ashen Ghoul is in your graveyard with at least three creature cards above it.

Illus. Ron Spencer

3/1

Buried Alive

2



Sorcery

Search your library for up to three creature cards and put them into your graveyard. Shuffle your library afterwards.

"Is it worse to walk while dead, or to be buried alive? I have witnessed both."
—Grovax

Illus. Brian Horan

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Casting of Bones

2



Enchant Creature

If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards.

"Only a necromancer would create such a foul form of divination."

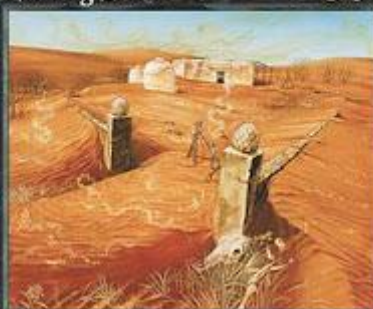
—Gerda Agesdotter,
Archmage of the Unseen

Illus. Anson Maddocks

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Choking Sands

1



Sorcery

Destroy target nonswamp land. If that land is a nonbasic land, Choking Sands deals 2 damage to the land's controller.

"The people wiped the sand from their eyes and cursed—and left the barren land to the hyenas and vipers."

—Afari, Tales

Illus. Roger Raupp

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Dance of the Dead



Enchant Dead Creature

Take target creature from any graveyard and put it directly into play under your control, tapped, with +1/+1. Treat that creature as though it were just summoned. The creature does not untap during its controller's untap phase. At the end of his or her upkeep, its controller may pay an additional 1 to untap it. If Dance of the Dead is removed, bury the creature in its owner's graveyard.

Illus. Randy Gallegos

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Dark Banishing



Instant

Bury target non-black creature.
"Will not the mountains quake and hills melt at the coming of the darkness? Share this vision with your enemies, Lim-Dûl, and they shall wither."
—Leshrac, Walker of Night

Illus. Drew Tucker


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Derclor

3



Summon Thrull

Your black spells cost an additional  to cast.

"Strength it has, but at the cost of a continuous supply of energy. Such failure can bear only one result."

—From the execution order for Endrek Sahr, Master Breeder

Illus. Anton Maddocks

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4/4

Desolation

1



Enchantment

V

At the end of each turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed in this way, Desolation deals 2 damage to that plains' controller.

"Kill a creature, destroy the present.

Kill the land, destroy the future."

—Kaervek

Illus. George Pratt

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Forsaken Wastes

2



Enchant World



Players cannot gain life.

During each player's upkeep, that player loses 1 life.

If Forsaken Wastes is the target of a successfully cast spell, that spell's caster loses 5 life.

Illus. Kevin Walker

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Funeral Charm

1



Instant

V

Choose one — Target player chooses and discards a card; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn. *(If defending player controls any swamps, that creature is unblockable.)*

Illus. Greg Spalenka

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Ihsan's Shade



Summon Legend



Protection from white
*"Ihsan, the weak. Ihsan, the fallen.
Ihsan, the betrayer. He has brought
shame to the Serra Paladins where
none existed before. May his suffering
equal his betrayal."*
—Baris, Serra Inquisitor

Illus. Christopher Rush

5/5

Infernal Contract



Sorcery



Pay half your life, rounded up: Draw four cards.

"But I signed nothing!"
—Taraneh, Sug'Ata mage

Illus. Roger Raupp

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Krovikan horror

3



Summon Horror

At the end of any turn, if Krovikan Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand.

1: Sacrifice a creature to have Krovikan Horror deal 1 damage to target creature or player.

Illus. Christopher Rush

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2/2

Mindstab Thrull

1



Summon Thrull

If Mindstab Thrull attacks and is not blocked, you may sacrifice it to force the player it attacked to discard three cards. If you do so, it deals no damage during combat this turn. If that player does not have enough cards, his or her entire hand is discarded.

Illus. Mark Tedin

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2/2

Order of the Ebon Hand



Summon Clerics



Protection from white

☞☞: +1/+0 until end of turn

☞: First strike until end of turn

Dedicated to the principles of Tourach, members of the Order of the Ebon Hand demonstrated their devotion with grisly rituals.

Illus. Ron Spencer

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2/1

Dox



Sorcery



Each player loses 1/3 of his or her life; then chooses and discards 1/3 of the cards in his or her hand; then sacrifices 1/3 of the creatures he or she controls; and finally sacrifices 1/3 of the lands he or she controls. Round each loss up. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Cornelius Brudi

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Sewer Rats



Summon Rats

☛, Pay 1 life: +1/+0 until end of turn. You cannot spend more than ☛☛☛ in this way each turn.

You lie down with rats, and the rats run away.

—*Sug'Ata insult*

Illus. Martin McKenna

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1/1

Spirit of the Night



Summon Legend

Flying, trample, protection from black
First strike when attacking
Spirit of the Night is unaffected by summoning sickness.

Illus. Cliff Nielsen

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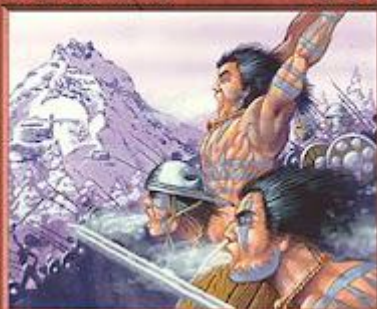
6/5



Red

Balduvian Horde

2 0 0



Summon Barbarians



When Balduvian Horde comes into play, discard a card at random from your hand or bury Balduvian Horde.

"Peace will come only when we have taken Varchild's head."

—Lovisa Coldeyes, Balduvian Chieftain

Illus. Brian Snoddy

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5/5

Dwarven Miner

1 0



Summon Dwarf



2 0, ♠: Destroy target nonbasic land.

"Fetch the pestridder, Paka—we've got dwarves in the rutabagas!"

—Jamul, Femeref farmer

Illus. JOCK

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1/2

Eron the Relentless

3 2 2



Summon Legend



Eron the Relentless can attack the turn it comes into play on your side.

Regenerate

"Eron would be much less of a hassle if only he were mortal."

—Reyhan, Samite Alchemist

Illus. Christopher Rush

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5/2

Goblin Elite Infantry

1 2



Summon Goblins



If Goblin Elite Infantry blocks or is blocked, it gets -1/-1 until end of turn.

They talk a good fight.

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2/2

Goblin Grenade



Sorcery



Sacrifice a Goblin to have Goblin Grenade deal 5 damage to one target.

"According to accepted theory, the Grenade held some kind of flammable mixture and was carried to its target by a hapless Goblin."

—Sarpadian Empires, vol. IV

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Goblin Tinkerer



Summon Goblin



2, 2: Destroy target artifact. That artifact deals an amount of damage equal to its casting cost to Goblin Tinkerer.

"Can they do that?"

—Imvita, Zhalfirin artificer, last words

Illus. Hannibal King

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1/2

Goblin Vandal



Summon Goblin

2: Destroy target artifact defending player controls. Goblin Vandal deals no combat damage this turn. Use this ability only if Goblin Vandal is attacking and unblocked and only once each turn.

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1/1

Guerrilla Tactics



Instant

Guerrilla Tactics deals 2 damage to target creature or player.
If a spell or effect controlled by an opponent causes you to discard Guerrilla Tactics from your hand, reveal Guerrilla Tactics to all players, and it deals 4 damage to target creature or player.

Illus. Randy Asplund-Faith

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Hammer of Bogardan

1 2 2



Sorcery

Hammer of Bogardan deals 3 damage to target creature or player.

2 2 2 2: Return Hammer of Bogardan to your hand. Use this ability only during your upkeep and only if Hammer of Bogardan is in your graveyard.

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Jokulhaups

4 2 2



Sorcery

Bury all artifacts, creatures, and lands.

"I was shocked when I first saw the aftermath of the Yavimaya Valley disaster. The raging waters had swept away trees, bridges, and even houses. My healers had much work to do."
—Halvor Arenson, Kjeldoran Priest

Illus. Richard Thomas

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Orcish Captain



Summon Orc



1: Choose a target Orc. Flip a coin; opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, that Orc gets +2/+0 until end of turn. Otherwise, that Orc gets -0/-2 until end of turn.
There's a chance to win every battle.

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1/1

Orcish Librarian



Summon Orc



2,2: Take the top eight cards of your library; remove four of them at random from the game. Put the remaining four on top of your library in any order.
Us hungry, need food . . .
Lots of books Hmm . . .

Illus. Phil Foglio

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1/1

Orcish Lumberjack



Summon Orc



[Sacrifice a forest to add three mana in any combination of red and/or green to your mana pool. Play this ability as an interrupt. "How did I ever let myself get talked into this project?" —Toothlicker Harj, Orcish Captain]

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1/1

Orcish Squatters



Summon Orcs



If Orcish Squatters attacks and is not blocked, you may gain control of target land controlled by defending player. If you do so, Orcish Squatters deals no damage in combat this turn. Lose control of that land if Orcish Squatters leaves play or if you lose control of Orcish Squatters.

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2/3

Orgg

3



Summon Orgg



Trample

Orgg may not attack if opponent controls an untapped creature of power greater than 2. Orgg cannot be assigned to block any creature of power greater than 2.

It's bigger than it thinks.

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6/6

Dillage

1



Sorcery



Bury target artifact or land.

"Were they to reduce us to ash, we would clog their throats and sting their eyes in payment."

*—Lovisa Coldeyes,
Balduvian Chieftain*

Illus. Richard Kane Ferguson

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Primitive Justice

1



Sorcery



Destroy target artifact.
Destroy a target artifact for each
1 you pay in addition to the
casting cost.
Destroy a target artifact and gain 1
life for each 1 you pay in
addition to the casting cost.

Illus. Anthony Waters

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Song of Blood

1



Sorcery



Put the top four cards from your
library into your graveyard. For each
creature card put into your graveyard
in this way, all creatures that attack
this turn get +1/+0 until end of turn.

Purraj sang slaughter and danced death.

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Green

Autumn Willow

4



Summon Legend

3

Cannot be the target of spells or effects.

♣: Target player may target Autumn Willow with spells or effects until end of turn.

"We must shake her limbs and rattle her brains."

—Grandmother Sengir

Illus. Margaret Organ-Kean

4/4

City of Solitude

2



Enchantment

V

Each player may play spells and abilities only during his or her turn.

"My horizon was the arcing petals, my new home resplendent with spires of weeds and pillows of fragrant pollen."

—Naimah, Femeref philosopher

Illus. Romas Kukalis

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Creeping Mold

2 ♣ ♣



Sorcery

V

Destroy target artifact, land, or enchantment.

"Mold could catch you."

—Suq'Ata insult

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Deadly Insect

4 ♣



Summon Insect



Cannot be the target of spells or effects.

"There is no time for pain when this beast leaves its terrible sting."

*—Jaethl Carthalion,
Jumper Order Advocate*

Illus. Scott Kirschner

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6/1

Elder Druid

3



Summon Cleric

32, 6: Tap or untap target artifact, creature, or land.

"I am older than any Elder Druid before me, and still no child has been born with the Mark to take my place. When will the wheel turn?"

— Kolbjörn, Elder Druid of the Jumper Order

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2/2

Emerald Charm



Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

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Forgotten Lore



Sorcery

Target opponent chooses target card from your graveyard. You may pay ♠ to have that opponent choose a new target that he or she has not already chosen. Put the last target card in your hand.
In ashes are the gems of history.

Illus. Harold McNeill

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Natural Order



Sorcery



Sacrifice a green creature: Search your library for a green creature card and put it into play as though it were just played. Shuffle your library afterwards.

... but the price of Mangara's freedom was Asmira's life.

Illus. Terese Nielsen

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Nature's Lore

1



Sorcery

Search your library for any forest and put it directly into play. This does not count towards your one land per turn limit. Reshuffle your library afterwards.

*"Fyndhorn is our home."
—Kolbjörn, Elder Druid of the Jumper Order*

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Nettletooth Djinn

3



Summon Djinn

During your upkeep, Nettletooth Djinn deals 1 damage to you.

"The few of us who survived were denied entry to our camp for two days—so like the pox were the marks we bore."

—Travelogue of Najat

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4/4

Primal Order

2



Enchantment



During each player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he or she controls.

"It's strange, but I can feel it when the land is corrupted. I understand why the Autumn Willow is so protective."
—Daria

Illus. Rob Alexander

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Quirion Ranger



Summon Elf



Return a forest you control to owner's hand: Untap target creature. Use this ability only once each turn.

"Respect the earth, for it will one day be your shield and another day your blanket."
—Liefellen, Quirion exarch

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1/1

River Boa

1



Summon Snake



Islandwalk (If defending player controls an island, this creature is unblockable.)

♣: Regenerate

"But no one heard the snake's gentle hiss for peace over the elephant's trumpeting of war."

—Afari, Tales

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2/1

Rogue Elephant



Summon Elephant



When Rogue Elephant comes into play, sacrifice a forest or bury Rogue Elephant.

"When are trees like grass?"

—The One Thousand Questions

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3/3

Scaled Wurm

7



Summon Wurm

"Flourishing during the Ice Age, these Wurms were the bane of all Kjeldorans. Their great size and ferocity made them the subject of countless nightmares—they embodied the worst of the Ice Age."

—Kjeldor: Ice Civilization

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7/6

Seeds of Innocence

1



Sorcery

Bury all artifacts. Each artifact's controller gains an amount of life equal to that artifact's casting cost.

"I have hidden from the machinations of Zhalfir for centuries. Why should I join your campaign?"

—Jolrael

Illus. Junior Tomlin

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Spectral Bears

1



Summon Bears

2

If Spectral Bears is declared as an attacker and defending player controls no black cards, it does not untap during your next untap phase.

"I hear there are Bears—or spirits—that guard caravans passing through the forest." Galsen, Abbey Matron

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3/3

Tinder Wall

2



Summon Wall

2

0: Sacrifice Tinder Wall to add 2 to your mana pool. Play this ability as an interrupt.
2: Sacrifice Tinder Wall to have it deal 2 damage to target creature it blocks.

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0/3

Uktabi Orangutan

2



Summon Ape

V

When Uktabi Orangutan comes into play, destroy target artifact.

"Is it true that the apes wear furs of gold when they marry?"
—Rana, Suq'Ata market fool

Illus. Una Fricker

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2/2

Undergrowth

2



Instant

2

No creatures deal damage in combat this turn. If you pay 2 in addition to the casting cost, Undergrowth does not affect red creatures.

"The art of war is turning obstacle to advantage." —Jaehrl Carthalion, Jumper Order Advocate

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Gold

Lord of Tresserhorn

1 0 0 0



Summon Legend



When Lord of Tresserhorn comes into play, pay 2 life and sacrifice two creatures, and target opponent draws two cards. Effects that prevent or redirect damage cannot be used to counter this loss of life.

☼: Regenerate

Illus. Anson Maddeck

10/4

Simoon

0 0 0 0



Instant



Simoon deals 1 damage to each creature target opponent controls.

*"The black-and-white sacred monkey holds her children to her, and waits."
—"Love Song of Night and Day"*

Illus. Randy Gallegos

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Artifact



Chimeric Sphere

3



Artifact



2: Until end of turn, Chimeric Sphere is a 2/1 artifact creature with flying.

2: Until end of turn, Chimeric Sphere is a 3/2 artifact creature without flying.

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Grinning Totem

4



Artifact



2, ♠, Sacrifice Grinning Totem: Search target opponent's library for any card and put it face up in front of you. That player shuffles his or her library afterwards. You may play the card as though it were in your hand. If you do not play the card by the beginning of your next upkeep, put it into its owner's graveyard.

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Jester's Cap

4



Artifact

2, ♠: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.

"Know your foes' strengths as well as their weaknesses."

Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier

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Magma Mine

1



Artifact

4: Put a pressure counter on Magma Mine.

♠, Sacrifice Magma Mine: For each pressure counter on it, Magma Mine deals 1 damage to target creature or player.

BOOM!

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Phyrexian Dreadnought

1



Artifact Creature



Trample

When Phyrexian Dreadnought comes into play, sacrifice any number of creatures with total power of 12 or more, or bury Phyrexian Dreadnought.

Illus. Pete Venters

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12/12

Serrated Arrows

4



Artifact



When Serrated Arrows comes into play, put three arrowhead counters on it.

During your upkeep, bury Serrated Arrows if there are no arrowhead counters on it.

☞ Remove an arrowhead counter from Serrated Arrows to put a -1/-1 counter on target creature.

Illus. David A. Cherry

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Teferi's Puzzle Box

4



Artifact

V

During each player's draw phase, that player counts the cards in his or her hand, puts those cards on the bottom of his or her library, and then draws that number of cards.

Illus. Kaja Foglio

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Thran Tome

4



Artifact

📖

5, ♠: Reveal the top three cards of your library to target opponent. Bury one of those cards of that opponent's choice. Draw the remaining cards.

Every line holds a tale, and between lie a thousand more.

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Land



Thawing Glaciers

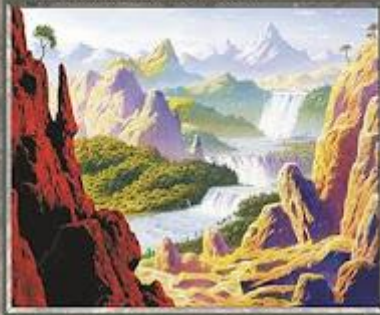


Land

Comes into play tapped.
1, ♠: Search your library for a basic land and put it into play tapped. This does not count towards your one land per turn limit. Shuffle your library afterwards. At end of turn, return Thawing Glaciers to owner's hand.

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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.

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

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