

3/3

0/0





Creature

Sacrifice another creature:

haste until end of turn.

choice of vigilance, lifelink, or

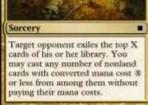
5/4

2/2





to the power of the other card.



Villainous Wealth







Whenever Vorosh, the Hunter deals combat damage to a player you may pay 2 . If you do put six +1/+1 counters on Vorosh. 6/6 **Opulent Palace** Land Opulent Palace enters the battlefield tapped. e: Add 👁, 🛧, or 🐞 to your mana pool.







7/2





4/5



























Choose one - Exile all cards from target player's graveyard; or Jund Charm deals 2 damage to each creature; or put two +1/+1 counters on target creature.































Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until ond of turn.)

Whenever a creature you control attacks alone, it gains double strike until end of turn.

3/3

Choose one - Destroy target artifact; or put target creature on the bottom of its owner's library; or counter target instant spell.



5/5



your mana pool.



2. e: Exile another target creature. Return that card to the battlefield under its owner's control at the beginning of the next end step.

4/4



Seaside Citadel enters the battlefield tapped.

e: Add •, *, or • to your mana pool.







battlefield, exile all lands.

When Realm Razer leaves the battlefield, return the exiled cards to the battlefield tapped under their

owners' control

Choose one — Naya Charm deals 3 damage to target creature; or return target card from a graveyard to its owner's hand; or tap all creatures target player controls.



card from it and exile that card













































































6/6













































































































































Hymn of Rebirth

Put target creature card

the battlefield under your

from a graveyard onto

control.

3 **&** &

































































































































































































































on it. At the beginning of your upkeep, remove a time counter from it. When

the last is removed, sacrifice it.)

unless its controller pays



5/5









































Withstand

Frontline Medic



































































enchantment.

1, e: Destroy all artifacts,

creatures, and enchantments.





























































Le

Careful Consideration 244

Augur of Bolas











































Creature

sery 3.









































































































































































































































































































































23



6/6







2/2











































































