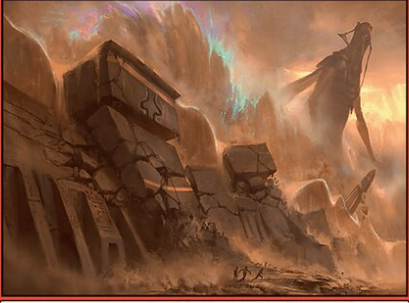


Abrade 1



Instant

Choose one —

- Abrade deals 3 damage to target creature.
- Destroy target artifact.

The desert is a voracious beast, devouring both flesh and stone.

U 0188
FDN • EN • JONAS DE RO

™ & © 2024 Wizards of the Coast

Akul the Unrepentant



Legendary Creature — Scorpion Dragon Rogue

Flying, trample

Sacrifice three other creatures: You may put a creature card from your hand onto the battlefield. Activate only as a sorcery and only once each turn.

Crackling with rage and stolen thunder, he drives the Hellsputs to ever-greater heights of violence.

5/5

R 0189
OTJ • EN • KEKAI KOTAKI

™ & © 2024 Wizards of the Coast

Arcane Signet 2



Artifact

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

It started as a mere drop of water. The Magic Mirror crystallized it into much more.

331
ELD • EN • DAN SCOTT

™ & © 2019 Wizards of the Coast

Blasphemous Act 8



Sorcery

Blasphemous Act costs 1 less to cast for each creature in the battlefield.

Blasphemous Act deals 13 damage to each creature.

*"Holy places are no longer sanctuary from death, and death is no longer sanctuary from anything."
—Thalia, Knight-Cathar*

Daarken

U 0193
FDN • EN • JONAS DE RO

™ & © 2024 Wizards of the Coast

Bloodline Pretender 3



Artifact Creature — Shapeshifter

Changeling (This card is every creature type.)

As Bloodline Pretender enters the battlefield, choose a creature type.

Whenever another creature of the chosen type enters the battlefield under your control, put a +1/+1 counter on Bloodline Pretender.

2/2

235/285 U
KHM • EN • SŁAWOMIR MANIAK

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Changeling Outcast



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.

1/1

C 0128
OTC • EN • MICAH EPSTEIN

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Chaos Warp 2



Instant

The owner of target permanent shuffles it into their library, then reveals the top card of their library. If it's a permanent card, they put it onto the battlefield.

M 0069
MAR • EN • QUESADA/MIRI/D'ARMATA

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Conspiracy 3



Enchantment

As Conspiracy comes into play, choose a creature type.

Creature cards you own that aren't in play, creature spells you control, and creatures you control are the chosen type.

Illus. Jeff Easley

U 0193
FDN • EN • JONAS DE RO

™ & © 1993-2006 Wizards of the Coast, Inc. 39/121

Corrupted Conviction



Instant

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

Draw two cards.

Every moving carriage is an accident waiting to happen, and the Hellsputs hate waiting.

C 0084
OTJ • EN • INKNOBIT

™ & © 2024 Wizards of the Coast

Crimson Kobolds 0



Summon Kobolds

This card is a red spell when cast and Kobolds are a red creature.

"Kobolds are harmless."
—*Bearand the Bold, epitaph*

Illus. © 1994 Anson Maddocks 0/1

Crookshank Kobolds 0



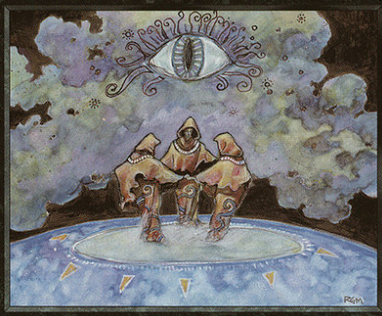
Summon Kobolds

This card is a red spell when cast and Kobolds are a red creature.

The Crookshank military boasts a standing army of nearly twenty-four million, give or take twenty-two million.

Illus. © 1994 Christopher Rush 0/1

Dark Ritual



Instant

Add ☠☠☠ to your mana pool.

*"Eye of twilight, give us sight.
Take our offer, give us might.
Make our power tears of night."*

Illus. Rebecca Guay
© 1993-1999 Wizards of the Coast, Inc. 129/360

Deadly Dispute 1



Instant

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

Draw two cards and create a Treasure token. *(It's an artifact with "☠", Sacrifice this artifact: Add one mana of any color.)*

"That's a pretty ring! Trade you my knife for it."

094/281 C
AFR • EN IRINA NORDSOL
™ & © 2021 Wizards of the Coast

Decadent Dragon 2



Creature — Dragon

Expensive Taste 2

Instant — Adventure

Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled.

Flying, trample

Whenever Decadent Dragon attacks, create a Treasure token.

4/4

R 0223
WOE • EN WYLIE BECKERT
™ & © 2023 Wizards of the Coast

Dragon Tempest 1



Enchantment

Whenever a creature with flying enters the battlefield under your control, it gains haste until end of turn.

Whenever a Dragon enters the battlefield under your control, it deals X damage to target creature or player, where X is the number of Dragons you control.

136/264 R
DTK • EN WILLIAM MURAI
™ & © 2015 Wizards of the Coast

Dragonlord's Servant 1



Creature — Goblin Shaman

Dragon spells you cast cost 1 less to cast.

Atarka serving-goblins coat themselves with grease imbued with noxious herbs, hoping to discourage their ravenous masters from adding them to the meal.

1/3

U 0536
FDN • EN STEVE PRESCOTT
™ & © 2024 Wizards of the Coast

Dragonspeaker Shaman 1



Creature — Barbarian

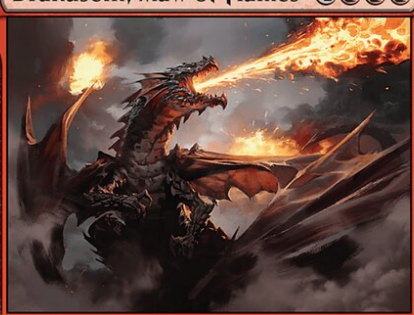
Dragon spells you play cost 2 less to play.

"We speak the dragons' language of flame and rage. They speak our language of fury and honor. Together we shall weave a tale of destruction without equal."

Illus. Kev Walker
™ & © 1993-2003 Wizards of the Coast, Inc. 89/143

2/2

Drakuseth, Maw of Flames 4



Legendary Creature — Dragon

Flying

Whenever Drakuseth attacks, it deals 4 damage to any target and 3 damage to each of up to two other targets.

"Spread out, you idiots! Spread out!"
—*Marsden, party leader, last words*

7/7

R 0193
FDN • EN GRZEGORZ RUTKOWSKI
™ & © 2024 Wizards of the Coast

Feed the Swarm 1

Sorcery

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

"On vile wings and bloody wind, the swarm will rise."
—Skyclave inscription

C 0712
FDN • EN • ANDREY KUZINSKIY

Fellwar Stone 2

Artifact

•: Add to your mana pool one mana of any color that a land an opponent controls could produce.

"What do you have that I cannot obtain?"
—Mairsil, the Pretender

John Avon
© 1993–2005 Wizards of the Coast, Inc. 207/350

Fervor 2

Enchantment

Creatures you control have haste. (They can attack and • as soon as they come under your control.)

"We won't sit like lazy gob-slugs waiting for death to come to us. We'll bring death, shiny sharp, to our enemies."
—Krenko, mob boss

Wayne England
© 1993–2012 Wizards of the Coast, Inc. 11/13/03/040

Fire-Belly Changeling 1

Creature — Shapeshifter

Changeling (This card is every creature type at all times.)

•: Fire-Belly Changeling gets +1/+0 until end of turn. Play this ability no more than twice each turn.

"My ears say it hisses. My fingers say it burns."
—Auntie Wört

Randy Gallegos
© 1993–2007 Wizards of the Coast, Inc. 364/001

Ganax, Astral Hunter 4

Legendary Creature — Dragon

Flying

Whenever Ganax, Astral Hunter or another Dragon enters the battlefield under your control, create a Treasure token. (It's an artifact with "•, Sacrifice this artifact: Add one mana of any color.")

Choose a Background (You can have a Background as a second commander.)

176/361 U
CLB • EN • AARON MILLER

Graveshifter 3

Creature — Shapeshifter

Changeling (This card is every creature type.)

When Graveshifter enters the battlefield, you may return target creature card from your graveyard to your hand.

"Why throw away a perfectly good identity?"

U 0198
MSC • EN • JAKUB KASPER

Hazoret's Monument 3

Legendary Artifact

Red creature spells you cast cost 1 less to cast.

Whenever you cast a creature spell, you may discard a card. If you do, draw a card.

"The worthy shall rush to the God-Pharaoh's side with relentless zeal, rising to overcome every obstacle."
—Monument inscription

229/269 U
AKH • EN • RICHARD WRIGHT

Hellkite Tyrant 4

Creature — Dragon

Flying, trample

Whenever Hellkite Tyrant deals combat damage to a player, gain control of all artifacts that player controls.

At the beginning of your upkeep, if you control twenty or more artifacts, you win the game.

Aleksis Brictot
© 2017 Wizards of the Coast 94/249

Immersturm Predator 2

Creature — Vampire Dragon

Flying

Whenever this creature becomes tapped, exile up to one target card from a graveyard and put a +1/+1 counter on this creature.

Sacrifice another creature: This creature gains indestructible until end of turn. Tap it.

R 0660
FDN • EN • NICHOLAS GREGORY

Impact Tremors 1



Enchantment

Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.

"If their ears are to the ground, we will make them bleed!"
—Taklai, Kolaghan warrior

C 0717
FDN • EN LAKE HURWITZ

Kher Keep



Legendary Land

☞: Add 1 to your mana pool.

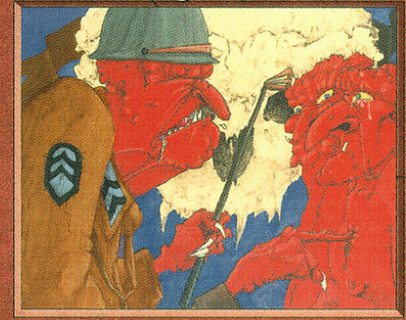
1 ☞, ☞: Put a 0/1 red Kobold creature token named Kobolds of Kher Keep into play.

"They're still here?! The cockroach may have finally met its match."
—Teferi

Parente

TM & © 1993–2006 Wizards of the Coast, Inc. 273/301

Kobold Drill Sergeant 1



Summon Drill Sergeant

All your Kobolds gain +0/+1 and Trample.

"Joining this army is easy, boy. Just survive your first battle."

Illus. © 1994 Julie Baroh

1/2

Kobold Taskmaster 1



Creature — Kobold

Other Kobolds you control get +1/+0.

The taskmaster knows that there is no cure for the common kobold.

Illus. Randy Asplund

TM & © 1993–2006 Wizards of the Coast, Inc. 69/121

1/2

Kobolds of Kher Keep 0



Summon Kobolds

This card is a red spell when cast and Kobolds are a red creature. *Kher Keep is unique among fortresses: impervious to aerial assault but defenseless from the ground.*

Illus. © 1994 Julie Baroh

0/1

Kolaghan's Command 1



Instant

Choose two —

- Return target creature card from your graveyard to your hand.
- Target player discards a card.
- Destroy target artifact.
- Kolaghan's Command deals 2 damage to target creature or player.

224/264 R
DTK • EN DAARKEN

TM & © 2015 Wizards of the Coast

Lathliss, Dragon Queen 4



Legendary Creature — Dragon

Flying

Whenever another nontoken Dragon you control enters, create a 5/5 red Dragon creature token with flying.

1 ☞: Dragons you control get +1/+0 until end of turn.

6/6

R 0627
FDN • EN ALEX KONSTAD

TM & © 2024 Wizards of the Coast

Maskwood Nexus 4



Artifact

Creatures you control are every creature type. The same is true for creature spells you control and creature cards you own that aren't on the battlefield.

3, ☞: Create a 2/2 blue Shapeshifter creature token with changeling. *(It is every creature type.)*

240/285 R
KHM • EN JASON A. ENGLE

TM & © 2021 Wizards of the Coast

Metallic Mimic 2



Artifact Creature — Shapeshifter

As Metallic Mimic enters the battlefield, choose a creature type.

Metallic Mimic is the chosen type in addition to its other types.

Each other creature you control of the chosen type enters the battlefield with an additional +1/+1 counter on it.

164/184 R
AER • EN ZACK STELLA

TM & © 2017 Wizards of the Coast

2/1

Minion of the Mighty 2



Creature — Kobold

Menace

Pack tactics — Whenever Minion of the Mighty attacks, if you attacked with creatures with total power 6 or greater this combat, you may put a Dragon creature card from your hand onto the battlefield tapped and attacking.

0/1

156/281 R
AFR • EN • ORIANA MENENDEZ

Nogi, Draco-Zealot 1 2 2



Legendary Creature — Kobold Shaman

Dragon spells you cast cost 1 less to cast.

Whenever Nogi attacks, if you control three or more Dragons, until end of turn, Nogi becomes a Dragon with base power and toughness 5/5 and gains flying.

"Glory to the Burning Ones! May their mighty fangs devour all foes!"

3/3

M 0226
TDC • EN • DMITRY BURMAK

Pact of the Serpent 1 1 1



Sorcery

Choose a creature type. Target player draws X cards and loses X life, where X is the number of creatures they control of the chosen type.

"Our quarrels behind us. Our foes before us. Death or triumph for us all!"

R 0206
LCC • EN • DONATO GIANCOLA

Phyrexian Tower



Legendary Land

• Add one colorless mana to your mana pool.

• Sacrifice a creature: Add 2 to your mana pool.

Living metal encasing dynastic flesh.

Illus. Chippy

1093/1998 Wizards of the Coast, Inc. 322/350

Raise the Draugr 1



Instant

Choose one —

- Return target creature card from your graveyard to your hand.
- Return two target creature cards that share a creature type from your graveyard to your hand.

"King Narfi calls. We go to war!"

105/285 C
KHM • EN • RANDY VARGAS

Rakdos Signet 2



Artifact

1, •: Add 2 to your mana pool.

Made of bone and boiled in blood, a Rakdos signet is not considered finished until it has been used as a murder weapon.

Greg Hildebrandt

1903/1906 Wizards of the Coast, Inc. 165/180

Rivaz of the Claw 1 1 2



Legendary Creature — Viashino Warlock

Menace

•: Add two mana in any combination of colors. Spend this mana only to cast Dragon creature spells.

Once during each of your turns, you may cast a Dragon creature spell from your graveyard.

Whenever you cast a Dragon creature spell from your graveyard, it gains "When this creature dies, exile it."

3/3

215/281 R
DMU • EN • JOSHUA RAPHAEL

Rograkh, Son of Rohgahh 0



Legendary Creature — Kobold Warrior

First strike, menace, trample

Partner (You can have two commanders if both have partner.)

Strength is relative.

0/1

197/361 U
CMR • EN • CHRIS SEAMAN

Rohgahh, Kher Keep Overlord 3 1 2



Legendary Creature — Kobold Warrior

Other Kobolds you control get +2/+2.

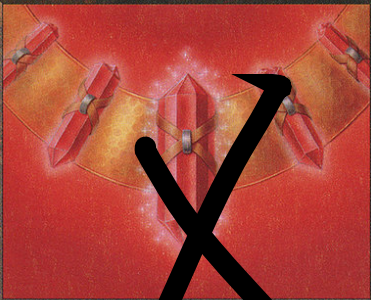
Whenever you cast a Kobold spell, you may pay 2. If you do, create a 4/4 red Dragon creature token with flying.

Whenever you cast a Dragon spell, create a 0/1 red Kobold creature token named Kobolds of Kher Keep.

4/4

041/048 R
DMC • EN • CHRIS SEAMAN

Ruby Medallion 2



Artifact

Your red spells cost 1 less to play.

Illus. Sue Ellen Brown
© 1997 Wizards of the Coast, Inc.

Sarkhan's Triumph 2



Instant

Search your library for a Dragon creature card, reveal it, put it into your hand, then shuffle your library.

Sarkhan gazed on the world around him, the dragons sweeping through its skies, and joy kindled like a fire in his soul.

154/264 U
DTK • EN • CHRIS RAHN
™ & © 2015 Wizards of the Coast

Shared Animosity 2



Enchantment

Whenever a creature you control attacks, it gets +1/+0 until end of turn for each other attacking creature that shares a creature type with it.

*"It is the nature of souls that they burn more brightly together than apart."
—Vessifrus, flamekin demagogue*

—Chuck Lukacs
© 1999–2008 Wizards of the Coast, Inc. 1014181

Sign in Blood



Sorcery

Target player draws two cards and loses 2 life.

Little agonies pave the way to greater power.

114/269 C
M15 • EN • HOWARD LYON
™ & © 2014 Wizards of the Coast

Skeletal Changeling 1



Creature — Shapeshifter

Changeling (This card is every creature type at all times.)

1: Regenerate Skeletal Changeling.

Though they lack true flesh and bone of their own, changelings imitate either with equal ease.

—Alan Pollack
© 1993–2007 Wizards of the Coast, Inc. 140301
1/1

Sol Ring 1



Artifact

: Add ♦♦.

Water surges in a mysterious crater created eons ago, revered by batfolk as a nexus for the cosmos.

U 0129
BLC • EN • VOLKAN BAGA
™ & © 2024 Wizards of the Coast

Talisman of Indulgence 2



Artifact

: Add 1 to your mana pool.
: Add or to your mana pool.
Talisman of Indulgence deals 1 damage to you.

—Mike Dringenberg
© 1993–2003 Wizards of the Coast, Inc. 255306

Taunting Kobold 2



Creature — Kobold

Haste

Whenever Taunting Kobold attacks, goad target creature an opponent controls. (Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)

Pozo's heart was full of courage, right up until it was full of eleven steel.

199/361 U
CLB • EN • JOHN THACKER
™ & © 2022 Wizards of the Coast

Taurean Mauler 2



Creature — Shapeshifter

Changeling (This card is every creature type.)

Whenever an opponent casts a spell, you may put a +1/+1 counter on this creature.

The power of a waterfall. The fury of an avalanche. The intellect of a gale-force wind.

R 0633
FDN • EN • DOMINICK DOMINGO
™ & © 2024 Wizards of the Coast

Thought Vessel 2



Artifact

You have no maximum hand size.

☞: Add ♦.

Initiating . . . Performing diagnostics . . . Diagnostics complete. To proceed, please agree to the terms and conditions of use.

C 0368 FFXIV
FIC • EN DANIEL CORREIA

PF0 SQUARE ENIX
TM & © 2025 Wizards of the Coast

Three Tree Mascot 2



Artifact Creature — Shapeshifter

Changeling (This card is every creature type.)

1: Add one mana of any color. Activate only once each turn.

"Every paw and claw should be at the celebrations in Three Tree City! Even the float is smiling!"
—Valley Gazetteer, four-acorn review

2/1

C 0692
FDN • EN GINA MATARAZZO

TM & © 2024 Wizards of the Coast

Thrill of Possibility 1



Instant

As an additional cost to cast this spell, discard a card.

Draw two cards.

"Remember all the great heroes who were careful and never did anything risky? Me neither."
—Syr Carah, the Bold

C 0210
FDN • EN STEVE ARGYLE

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Universal Automaton 1



Artifact Creature — Shapeshifter

Changeling (This card is every creature type.)

"Within minutes, the strange device was indistinguishable from the other upon my workbench."
—Tocasia, journal entry

1/1

803 C
J22 • EN BEN MAIER

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Venomous Changeling 2



Creature — Shapeshifter

Changeling

Deathtouch

1/3

AARON MILLER

Village Rites



Instant

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

Draw two cards.

The Skelle raise scorn poles in conquered villages—cursed totems of wood and bone that sap survivors of physical strength and the will to fight back.

117/285 C
KHM • EN IGOR KIERYLUK

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White Lotus Tile 4



Artifact

This artifact enters tapped.

☞: Add X mana of any one color, where X is the greatest number of creatures you control that have a creature type in common.

"Most people think the lotus tile insignificant, but it is essential for the unusual strategy that I employ."
—Iroh

M 0262
TLA • EN DEE NGUYEN

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