

Zedruu the Greathearted 1 2 3 4



Legendary Creature — Minotaur Monk

At the beginning of your upkeep, you gain X life and draw X cards, where X is the number of permanents you own that your opponents control.

3 3 4: Target opponent gains control of target permanent you control.

2/4

231/351 M
C16 • EN • PROXY - go.giobi.com/mtg-zedruu 16 Wizards of the Coast

Illusions of Grandeur 3 4



Enchantment

Cumulative upkeep 2

When Illusions of Grandeur comes into play, you gain 20 life.

When Illusions of Grandeur leaves play, you lose 20 life.

Illus. Quinton Hoover
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Delusions of Mediocrity 3 4



Enchantment

When Delusions of Mediocrity comes into play, you gain 10 life.

When Delusions of Mediocrity leaves play, you lose 10 life.

When nothing but second best will do.

Illus. Terese Nielsen
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Steel Golem 3



Artifact Creature — Golem

You can't play creature spells.

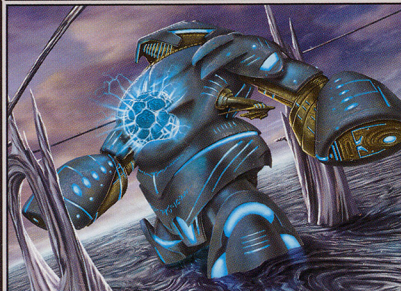
"Once you create perfection, what else is there to make?"
—Arcum Dagsson, Soldevi machinist

3/4

Donato Giancola
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Grid Monitor 4



Artifact Creature

You can't play creature spells.

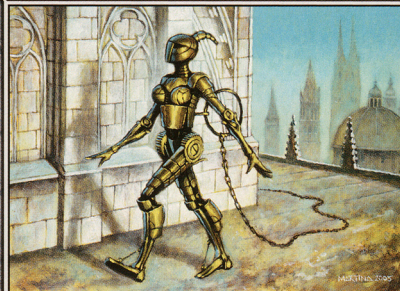
The vedalken protect the Knowledge Pool at any cost.

4/6

Arnie Swekel
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Bronze Bombshell 4



Artifact Creature — Construct

When a player other than Bronze Bombshell's owner controls it, that player sacrifices it. If the player does, Bronze Bombshell deals 7 damage to him or her.

"Ooh, shiny! Let's pull off the chain and take her with us."
—Ukl, Gruul raider, last words

4/1

Martina Pilcerova
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Aggressive Mining 3 2



Enchantment

You can't play lands.

Sacrifice a land: Draw two cards.

Activate this ability only once each turn.

Designed by Markus Persson

127/269 R
M15 • EN • FRANZ VONWINKEL

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Eye of Singularity 3 *



Enchant World

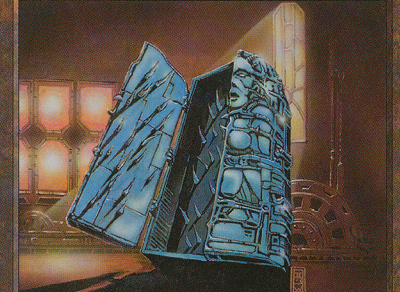
When Eye of Singularity comes into play, bury all permanents with the same name except basic lands.

Whenever any permanent other than a basic land comes into play, bury any permanent already in play with the same name.

Illus. Eric Peterson
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Iron Maiden 3



Artifact

During each of your opponent's upkeeps, Iron Maiden deals 1 damage to that player for each card more than four in his or her hand.

The maiden is a jealous lover.

Illus. Tom Wänerstrand
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Transcendence 3 * * *



Enchantment

You don't lose the game for having 0 or less life.

When you have 20 or more life, you lose the game.

Whenever you lose life, you gain 2 life for each 1 life you lost. (Damage dealt to you causes you to lose life.)

Illus. Rebecca Guay
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Hunted Dragon 3 2 2



Creature — Dragon

Flying, haste

When Hunted Dragon enters the battlefield, target opponent creates three 2/2 white Knight creature tokens with first strike.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

6/6

106/312 R
CM2 • EN • PROXY - go.giobi.com/mtg-zedruu 18 Wizards of the Coast

Hunted Lammasu 2 * *



Creature — Lammasu

Flying

When Hunted Lammasu enters the battlefield, target opponent creates a 4/4 black Horror creature token.

The lammasu ruled the velds before the city grew. Now they roam Ravnica's skies, but their ancient enemies have not forgotten them.

5/5

084
C21 • EN • PROXY - go.giobi.com/mtg-zedruu 21 Wizards of the Coast

Hunted Phantasm 1 4 4



Creature — Spirit

Hunted Phantasm is unblockable.

When Hunted Phantasm comes into play, put five 1/1 red Goblin creature tokens into play under target opponent's control.

4/6

Justin Sweet
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Harmless Offering 2 2



Sorcery

Target opponent gains control of target permanent you control.

"Such an adorable face!"

Illus. Howard Lyon
R 0625
FDN • EN • HOWARD LYON

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Donate 2 4



Sorcery

Target player gains control of target permanent you control.

Campus pranksters initiate new students with the old "beeble bomb" routine.

Illus. Jeff Miracola
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Bazaar Trader 1 2



Creature — Goblin

: Target player gains control of target artifact, creature, or land you control.

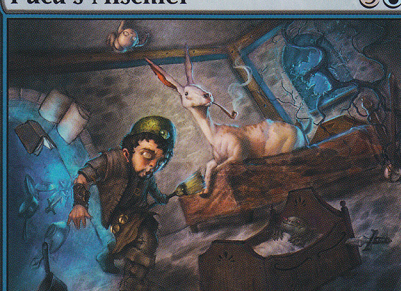
"No need for a hurda? How about these maps to recently discovered tombs? Or these vials of invisible potion? Very fancy..."

1/1

Marit Cavotta
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Puca's Mischief 3 4



Enchantment

At the beginning of your upkeep, you may exchange control of target nonland permanent you control and target nonland permanent an opponent controls with an equal or lesser converted mana cost.

Scott Altmann
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Vedalken Plotter 2 4



Creature — Vedalken Wizard

When Vedalken Plotter enters the battlefield, exchange control of target land you control and target land an opponent controls.

"Fair? At what point in our negotiations did you convince yourself my goal was to be fair?"

1/1

Greg Staples
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Humble Defector

12



Creature — Human Rogue

☞: Draw two cards. Target opponent gains control of Humble Defector. Activate only during your turn.

“You were once Mardu, so your body and will are strong. Now we must train your mind.”

—Houn, Jeskai elder

2/1

U 0170
OTC • EN
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Scrambleverse

622



Sorcery

For each nonland permanent, choose a player at random. Then each player gains control of each permanent for which he or she was chosen. Untap those permanents.

Sometimes a little chaos is in order.

Dan Scott

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Thieves' Auction

4222



Sorcery

Set aside all cards in play. Starting with you, each player chooses one of the cards set aside and puts it into play tapped under his or her control. Repeat this process until all those cards have been chosen.

Kevin Murphy

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Warp World

5222



Sorcery

Each player shuffles all permanents he or she owns into his or her library, then reveals that many cards from the top of his or her library. Each player puts all artifact, creature, and land cards revealed this way onto the battlefield, then does the same for enchantment cards, then puts all cards revealed this way that weren't put onto the battlefield on the bottom of his or her library.

Ron Spencer

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Confusion in the Ranks

322



Enchantment

Whenever an artifact, creature, or enchantment comes into play, its controller chooses target permanent another player controls that shares a type with it. Exchange control of those permanents.

Ron Spencer

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Possibility Storm

322



Enchantment

Whenever a player casts a spell from his or her hand, that player exiles it, then exiles cards from the top of his or her library until he or she exiles a card that shares a card type with it. That player may cast that card without paying its mana cost. Then he or she puts all cards exiled with Possibility Storm on the bottom of his or her library in a random order.

Jason Felix

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Grip of Chaos

422



Enchantment

Whenever a spell or ability is put onto the stack, reselect its target at random if it has a single target. (Select from among all legal targets.)

When the world is consumed by chaos, the skilled and the foolish are on equal footing.

Illus. Mark Tedin

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Eye of the Storm

522



Enchantment

Whenever a player plays an instant or sorcery card, remove it from the game. Then that player copies each instant or sorcery card removed from the game with Eye of the Storm. For each copy, the player may play the copy without paying its mana cost.

Hideaki Takamura

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Knowledge Pool

6



Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

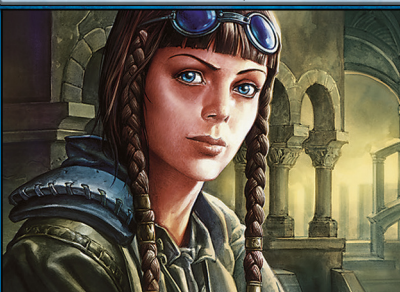
Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

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Braids, Conjurer Adept

222



Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from their hand onto the battlefield.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

R 0076
CMN • EN
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Master of Predicaments

322



Creature — Sphinx

Flying

Whenever Master of Predicaments deals combat damage to a player, choose a card in your hand. That player guesses whether the card's converted mana cost is greater than 4. If the player guessed wrong, you may cast the card without paying its mana cost.

Designed by David Sirlin

4/4

067/269 R
M15 • EN
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Mind's Dilation

522



Enchantment

Whenever an opponent casts their first spell each turn, that player exiles the top card of their library. If it's a nonland card, you may cast it without paying its mana cost.

Infinite wisdom cannot be contained within a single mind.

M 0101
OTC • EN
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Sunbird's Invocation

52



Enchantment

Whenever you cast a spell from your hand, reveal the top X cards of your library, where X is that spell's mana value. You may cast a spell with mana value X or less from among cards revealed this way without paying its mana cost. Put the rest on the bottom of your library in a random order.

180
C21 • EN
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Howling Mine

2



Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

The mine's riches never end, nor do the moans of the spirits doomed to haunt them.

257/351 R
C16 • EN
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Font of Mythos

4



Artifact

At the beginning of each player's draw step, that player draws two additional cards.

Those who drink from Malfegor's cup are tainted with hunger and stained with lies.

Dave Allsop

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Temple Bell

3



Artifact

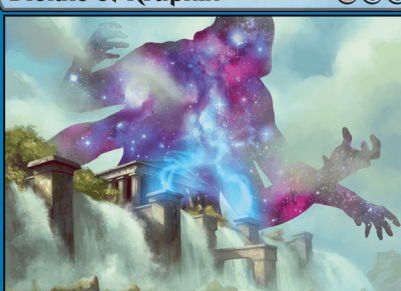
☞: Each player draws a card.

Enlightenment is not gained by striking the bell or hearing its toll. It's found in the silence that follows.

277/351 R
C16 • EN
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Dictate of Kruphix

122



Enchantment

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

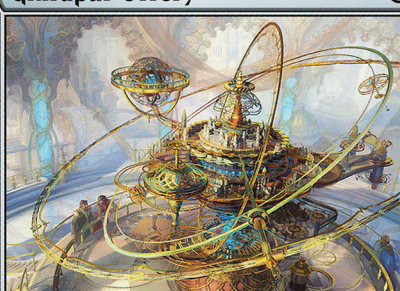
At the beginning of each player's draw step, that player draws an additional card.

The god Kruphix was born when mortals first looked to the horizon and wondered what lay beyond.

R 0587
FDN • EN
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Ghirapur Orrery

4



Artifact

Each player may play an additional land on each of his or her turns.

At the beginning of each player's upkeep, if that player has no cards in hand, that player draws three cards.

This detailed model allows the edificers to examine the city from every angle.

216/264 R
KLD • EN
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Kwain, Itinerant Meddler



Legendary Creature — Rabbit Wizard

Each player may draw a card, then each player who drew a card this way gains 1 life.

"Why so slow, why so slow? Hurry up! You never know what you'll find."

1/3

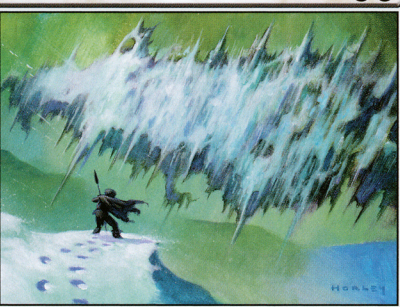
284/361 R

CMR • EN

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20 Wizards of the Coast

Wall of Shards



Snow Creature — Wall

Defender, flying

Cumulative upkeep—An opponent gains 1 life. *(At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)*

1/8

— Alex Horley-Orlandelli

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Fevered Visions



Enchantment

At the beginning of each player's end step, that player draws a card. If the player is your opponent and has four or more cards in hand, Fevered Visions deals 2 damage to him or her.

The mind can only expand so far before it flies apart.

244/297 R

SOI • EN

STEVEN BELLEDIN

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Ghostly Prison



Enchantment

Creatures can't attack you unless their controller pays 2 for each creature they control that's attacking you.

"May the memory of our fallen heroes ensnare the violent hearts of lesser men."
—Great Threshold of Monserkat inscription

U 0146

SOC • EN

WAYNE ENGLAND

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Propaganda



Enchantment

Creatures can't attack you unless their controller pays 2 for each creature they control that's attacking you.

"Why vote for a mere mortal when you can vote for a god?"

U 0151

MSC • EN

BORIS PINADO

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Sphere of Safety



Enchantment

Creatures can't attack you or planeswalkers you control unless their controller pays X for each of those creatures, where X is the number of enchantments you control.

The Rakdos believe that all are eager to join their revels, even when told otherwise.

U 0104

DSC • EN

SLAWOMIR MANIAK

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Windborn Muse



Creature — Spirit

Flying

Creatures can't attack you unless their controller pays 2 for each creature they control that's attacking you.

"Her voice is justice, clear and relentless."
—Akroma, angelic avenger

2/3

R 0092

MKC • EN

ADRIAN ROY

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Darksteel Plate



Artifact — Equipment

Indestructible

Equipped creature has indestructible.

Equip 2

"If there can be no victory, then I will fight forever."
—Koth of the Hammer

304/331 R

2X2 • EN

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Wrath of God



Sorcery

Destroy all creatures. They can't be regenerated.

Legend speaks of the lost coastal polis of Olantin, whose inhabitants' hubris enraged the sun god Heliod.

R 0070

CMH • EN

WILLIAM MURAI

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Fumigate



Sorcery

Destroy all creatures. You gain 1 life for each creature destroyed this way.

"Ghirapur's gremlin population poses a threat to the infrastructure of the fairgrounds. Threats must be eliminated."
—Sram, senior edifier

R 0065

EOC • EN

SVETLIN YELINOV

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Star of Extinction



Sorcery

Destroy target land. Star of Extinction deals 20 damage to each creature and each planeswalker.

"The visions haunt me. I see the end of the world, brought on by the search for the Immortal Sun."
—Shaper Pashona

R 0259

CMM • EN

CHRIS RAHN

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Evacuation



Instant

Return all creatures to their owners' hands.

"Abandon ship! No, grab the treasure first!"
—Admiral Beckett Brass

R 0156

LCC • EN

JASON RAINVILLE

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Windfall



Sorcery

Each player discards their hand, then draws cards equal to the greatest number of cards a player discarded this way.

"Rich" is a relative term.

U 0123

OTC • EN

SCOTT MURPHY

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Reforge the Soul



Sorcery

Each player discards their hand, then draws seven cards.

Miracle 1 (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

In a wave of spells called the Cursemute, Avacyn cleansed the world with divine fire.

R 0167

1NR • EN

JAIME JONES

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Prosperity



Sorcery

Each player draws X cards.

"True riches are found in the mazes of the mind."
—Tamiyo, the Moon Sage

— Nic Klein

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Jace's Archivist



Creature — Vedalken Wizard

Each player discards his or her hand, then draws cards equal to the greatest number of cards a player discarded this way.

"This is a sacred duty. Master Beleren's trust has bought an eternity of my loyalty."

095/342 R

C15 • EN

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Swords to Plowshares



Instant

Exile target creature. Its controller gains life equal to its power.

"Gotta get that corn planted before the world ends again."
—Clint Barton

U 0143

MSC • EN

GREG SMALLWOOD

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Path to Exile



Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

"I ain't a man any more. I'm just . . . a monster."
—The Thing, Ben Grimm

U 0141

MSC • EN

NINO IS

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Tranquil Cove



Land

This land enters tapped.

When this land enters, you gain 1 life.

☞: Add ♠ or ♣.

“Abzan vintages are nice, but the sorghum wine made in Riverwheel Village is beyond compare.”
—Iramaz, Abzan trader

L 0270

TDM • EN

KEVIN SIDHARTA

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Wind-Scarred Crag



Land

This land enters tapped.

When this land enters, you gain 1 life.

☞: Add ♠ or ♠.

The Mardu are centered in the present. The Jeskai look to the future. But both know when the time for talking is past.

L 0271

TDM • EN

FILIP BURBURAN

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Swiftwater Cliffs



Land

This land enters tapped.

When this land enters, you gain 1 life.

☞: Add ♠ or ♣.

When spring melted the snow, fishers downstream of the Qadat Fire Rim learned of conflict between Temur and Jeskai from the gruesome flotsam.

L 0268

TDM • EN

PIOTR DURA

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Azorius Chancery



Land

Azorius Chancery enters tapped.

When Azorius Chancery enters, return a land you control to its owner's hand.

☞: Add ♠♣.

U 0261

DSC • EN

JOHN AYON

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Boros Garrison



Land

Boros Garrison enters the battlefield tapped.

When Boros Garrison enters the battlefield, return a land you control to its owner's hand.

☞: Add ♠♣.

C 0231

CLU • EN

JOHN AYON

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Izzet Boilerworks



Land

Izzet Boilerworks enters the battlefield tapped.

When Izzet Boilerworks enters the battlefield, return a land you control to its owner's hand.

☞: Add ♠♣.

U 0302

OTC • EN

JOHN AYON

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Skycloud Expanse



Land

1, ☞: Add ♠♣.

From Otaria, the sun above meets the sea below at a glittering horizon.

R 0181

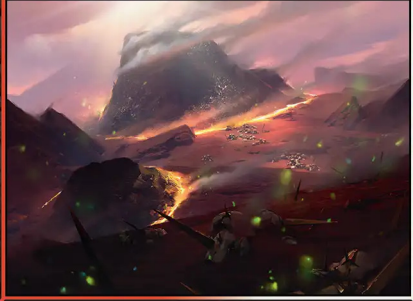
EOC • EN

ROB ALEXANDER

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Battlefield Forge



Land

☞: Add ♦.

☞: Add ♠ or ♠. This land deals 1 damage to you.

“As Terisiare's mines ran dry, scrap metal became increasingly plentiful.”
—The Antiquities War

R 0362

SOC • EN

THOMAS STOOP

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Evolving Wilds



Land

☞, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

“The mechanisms of evolution do their work upon the Savage Land, as they do everywhere. I only hasten the process.”
—High Evolutionary, Herbert Wyndham

C 0240

MSC • EN

RYTIS SABALIAUSKAS

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Terramorphic Expanse



Land

☞, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

“This is . . . I can't explain it. The opposite of all we know. A negative zone.”
—Mister Fantastic, Reed Richards

C 0273

MSC • EN

ARTHUR YUAN

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