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## Wild Ixalan: A Creative Case Study on Mythology, Magic, and More

Lincoln Teichert

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Honors Thesis

WILD IXALAN: A CREATIVE CASE STUDY ON MYTHOLOGY, MAGIC, AND  
MORE

by  
Lincoln Teichert

Submitted to Brigham Young University in partial fulfillment of graduation requirements  
for University Honors

College of Fine Arts and Communications, School of Communications  
Brigham Young University  
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## ABSTRACT

### WILD IXALAN: A CREATIVE CASE STUDY ON MYTHOLOGY, MAGIC, AND MORE

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Bachelor of Arts

Magic: The Gathering, a subsidiary of Hasbro, releases packs of cards periodically, unified by a cast of dozens of characters who can travel from plane to plane—the rough equivalent of interstellar travel—but games feature battles between these powerful mages (represented by players) across the multiverse of fictional locations. Before quarterly set releases, short stories are published on Magic’s website, a form of content marketing that has spurred sales for over a quarter-century. Magic draws on myths from across the world, along with diverse geographies and technological development. This paper offers an overview of trading card games, sketches what a Magic set could contain, and discusses the mythology rooted in storytelling.

*Keywords:* content marketing, storytelling, mythology, games, design, remix



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## Introduction

Trade cards were an early version of today's trading cards, though these predecessors advertised products rather than were products themselves. By the 1930s, the sports industry began to include player biographies on baseball cards, and they began posting stats in (Sports Illustrated, 2021; Collectibles Insurance Services, n.d.). Further innovation led to trading card games, such as Nintendo printing Pokémon in addition to playing cards, with Magic: The Gathering starting in 1993, the first of its kind.

Magic first introduced a ship that enabled ordinary people to go from world to world along with important stories told on cards, such that collecting all of them could tell the whole story, though the order would be up to the interpreter. Various content mediums, such as comic books, card signings, short stories, and launch trailers, have followed giving structure to Magic's narrative. By giving order to tens of thousands of cards over time through narrative, Wizards has created a tapestry of interwoven narratives that may grow to rival Marvel, DC Comics, and the like. While going beyond the borders of a 3.5 inch (8.9 cm) diagonal frame to tell stories should not surprise us, the deal between Hasbro and Netflix to create an animated series (Bylund, 2019) caused quite a stir—especially since they hired Joe and Anthony Russo to produce the series and Brandon Routh to voice the lead character (Del Rosario, 2021). One might say that the tapestry with which the Magic brand creates stories grows bigger every time they add to the 23,000 unique cards available as of this writing.

New players may not know where to start with so many options, and the solution to this hurdle contains the genius behind the content that drives sales of Magic: The Gathering cards today. They could express a unique fantasy identity, whether dominated

by dragons, forest creatures, elves, dwarves, humans, orcs, or foreign elements that one could combine and recombine (Jahromi, 2018). All these cards provide ways to tell a story while simultaneously vying for victory against one or more opponents.

The short stories I liked the most include those after the “new era” implemented by the creative team in 2015, such as *Magic Origins*, *Battle for Zendikar*, *Oath of the Gatewatch*, *Kaladesh*, *Aether Revolt*, *Ixalan*, and *Rivals of Ixalan (Rivals)*. According to the storytelling doctrine, the new era in Magic history would include stories that were accessible, aligned (or connected like scenes in a tapestry), and relevant (Helland, 2015). Much like Marvel’s introductory films, the expansion *Magic Origins* develops five super-powerful mage-heroes who come from different worlds. By the time *Kaladesh* hit game shops, each character takes an oath that binds them to one another, and *Ixalan* and *Rivals* occur after they suffer a major defeat at the claws of a dragon.

These characters—like players—are considered planeswalkers, but there are separate rules for players and each iteration of each planeswalker. The stars of Magic are dynamic characters, changing their abilities and aesthetics based on time and place. Meanwhile, players start a game with a hand of 7 cards, 20 or 40 life dependent on the number of players, and a deck of 40, 60, or 100 cards dependent on the format. Players use lands whose resources are converted to magical “mana” to play spells and dominate the battlefield. Playing one land per turn limits the game’s pace. Often, players lose when their life total drops to zero, but if they should draw a card and cannot do so they also suffer defeat. Most cards are restricted to use during specific parts of a player's turn, but some can be played during an opponent's turn. The rules grow along with the game, with

design teams following principles outlined in Mark Rosewater's series of articles "Nuts & Bolts," one of the primary sources for developing my cards.

Magic has five phases. First is upkeep, when a player typically draws a card from the top of his or her deck and renews (or "untaps") lands, creatures, and artifacts, that the player employed on the previous turn. Then comes the first main phase, in which a player can tap lands or use other resources to pay the cost of a spell or spells in hand. Combat, the central phase in many ways, occurs next. During combat creatures can be sent to attack an opponent, and the defender can set up blocks to interfere with the attack. When a creature becomes blocked, it deals damage to the creature blocking it and vice versa, such that sometimes there is no winner in combat, just two or more creatures going to the graveyard (or discard pile). Losing creatures can be a painful experience, especially when the loss is unanticipated or dramatic. Another main phase follows, during which the player can cast any spell. Then the end step begins, during which a brief hiatus from proscribed order exists and then the upkeep of the next player begins.

In this paper I return to Ixalan, a land of adventure where the fabled City of Gold (called Orazca rather than El Dorado) is real, dinosaurs walk, and sailors from the continent of Torrezon discovered the continent Ixalan and its people. Traditionally, conflicts continually arise between the factions on each plane, but this paper takes a different approach. What if the heroes managed to attain lasting peace?

## **Method**

In order to achieve this goal, an original mechanic dubbed "convert" makes an appearance on several cards, including "Visionary," "Mighty Foot Clan," and "Maid of

Honor/Woman of Valor.” The rules text keeps creatures from dying, showing how conviction, mercy, and respect can make former enemies into fast friends.

“Deal damage to creatures in the form of -1/-1 counters. If a creature is reduced to zero power in this way and remains on the battlefield, at the beginning of the next end step, gain control of that creature. Remove all -1/-1 counters from it.”

The way loyalties can shift may even give a player a sense of betrayal when they lose a creature, although playtesters have yet to experience losing a creature to convert.

A theme from Rosewater’s “Nuts & Bolts” (2022) indicates that repetition is key to refining what truly works in a set. No more than a few central themes also lend structure and shape to set production, so I experimented and settled on unity between races, including mixed groups of goblins, humans, orcs, merfolk, sirens, and vampires. Dinosaurs became more solitary and approached extinction, emblematic of the destruction of old ways by newcomers to the continent of Ixalan. My first short story focuses on nonviolence and the remarkable stories that one can tell about heroes who do not hurt anybody. The second focuses on race relations, pitting slavers against free humans, merfolk, and a goblin who operate like the heroic Underground Railroad from the era of the American Civil War.

With only two short stories, I admit that I seem to have half a set at this point, but I planned to make a smaller than usual set. The process I focused on for the cards and short stories I completed centers around remix, one of the common elements found in popular culture, i.e., “postmodern culture” or “a culture of quotations” (Jameson, 2015), primarily through homage and allusion. Of the 124 cards I’ve made, more than a dozen

have deliberate references to popular culture, with the accompanying figure showing how these match up.

| <b>Events</b>  | <b>Poems</b>  | <b>Movies</b>  | <b>Movies (Cont.)</b>                                       |
|--|---|--|---|
| Cokeville<br>Elementary<br>Bombing<br>(Ordinary Angel) | "Brandy," by Looking Glass<br>(Bound to the Sea)                                | Disney's <i>Aladdin</i><br>Capital Control)            | <i>Friendly</i><br><i>Persuasion</i><br>(Archaic<br>Growth) |
| Grandpa John's<br>Birth (Addie &<br>Alex Deck)         | "Walk on Water" by 30<br>Seconds to Mars (Firing Line)                          | <i>Jurassic Park</i><br>(Dusktooth)                    | <i>The Princess</i><br><i>Bride</i> (Brute<br>Squad)        |
| <b>Television</b>                                      | <b>Games</b>  | <i>Bedknobs and</i><br><i>Broomsticks</i><br>(Patriot) | <b>Books</b>  |
| <i>The Chosen</i><br>(Woman of Valor)                  | <i>Sonny 2</i> (Sound effect for<br>Hydra's Heart<br>Attack/Unbelievable Heart) | Disney's<br><i>Pocahontas</i><br>(Passage)             | <i>Pride and</i><br><i>Prejudice</i> (Wall<br>of Carriages) |

Fig. 1 The topics in bold above serve to categorize the card (in parentheses) and source material.

Additionally, 42 cards included art descriptions and have been released as part of a contest which will award \$10 to the first 40 entries and prizes for first (\$300), second (\$200), and third (\$100), as determined by my thesis advisor, Dr. Kevin John. Refer to the samples provided below.



|                  |  |
|------------------|--|
| <b>Name:</b>     | Ordinary Angel   |
| <b>Intent:</b>   | Angels could be common   |
| <b>Location:</b> | A marketplace with vendors, goods, merchants, and tradespeople all about. Dusty, with the sun high in springtime   |
| <b>Action:</b>   | Bustling about, being an ordinary angel, watching out for others   |
| <b>Focus:</b>    | Nondescript features, smiling eyes, watchful readiness   |
| <b>Mood:</b>     | Joyous, full of activity, aware  |
| <b>Type:</b>     | Creature-Human Angel   |
| <b>Name:</b>     | Wall of Carriages  |
| <b>Intent:</b>   | Play with metaphorical walls   |
| <b>Location:</b> | A wide, crowded city street with carriages, horses, and people rushing past one another  |
| <b>Action:</b>   | A young person faces the street, looking for an opportunity to cross   |
| <b>Focus:</b>    | The size and austerity of the horses, carriages, and drivers   |
| <b>Mood:</b>     | Daunting   |
| <b>Type:</b>     | Creature-Wall  |
| <b>FLVR:</b>     | "A girl likes to be crossed a little in love now and then. It is something to think of." —Jane Austen  |
| <b>Name:</b>     | Bound to the Sea   |
| <b>Intent:</b>   | The Sea between Ixalan and Torrezon holds great power, mystically calling those who have ridden its waves before. Some say it beckons stronger than love   |
| <b>Location:</b> | A port in Torrezon. A young sailor and an attractive young woman are parting ways, the sailor comforting the distraught woman                              |
| <b>Action:</b>   | With his hand to his ear, the sailor seems to hear a voice calling him away. His comfort is absent, looking away from her with a hand patting her shoulder |
| <b>Focus:</b>    | The sailor's face as he hears the call of adventure  |
| <b>Mood:</b>     | Reluctance, melancholy, determination  |
| <b>Type:</b>     | Enchantment-Aura   |
| <b>FLVR:</b>     | "Brandy, you're a fine girl . . ." —Looking Glass  |

Fig. 2 FLVR stands for “flavor,” or text included on cards to build the fantasy world and have fun. The appendix contains all the uncut cards in greater detail.

## Short Stories

With enough cards to begin playtesting, I ran two sessions in which a few people familiar with Magic came together to play. I am indebted to them for the time they took

to give me feedback, but the takeaway I heard from all of them consisted of taking time to write all cards onto matching pieces of paper for easier reference instead of letting them search through jumbled spreadsheets. In retrospect, helping others see the stories I have written and eliciting feedback about the cards later would have been the best use of time. So without further ado, I give you “Archaic Growth” and “Burnt House.”

### Archaic Growth

Alex.

Alex Deck.

Alex Deck woke up with a start.

“Adelayde?” he whispered. “Addie, wake up.”

—

The next morning arrived, and Addie woke again, this time before Alex. She looked at her husband with an inkling that things would be different. Things might be different today.

When Addie arose, Alex stirred and then sat bolt upright.

“Is it time?” he cried anxiously.

“No, hun. Not yet,” she replied. Then something stirred within her. “Where are you off to today?”

“The mine.”

“Alright then.” A pause. “Eggs sound okay?”

“Sure thing!” Alex asserted enthusiastically, leaping to his feet. His coat made him look bigger as he strode out the door, intent on fetching eggs for his wife. Though she knew hard labor, Addie took her time moving gingerly.

Addie sat down after only a few steps into the kitchen, thinking *breath is precious; why can't I breathe?* Then her muscles contracted with a force unknown to men: only women knew this pain. Gasping, she hunched over in pain, heart accelerating and mind racing; *too soon too soon too soon.*

“Alex!” she hollered. *Help me!* But those words did not pass her lips.

---

Moments before, Alex moved with deft precision from chicken to chicken. More precisely, from Rust to Mildred to Marge to Henrietta and so on, but suffice it to say, he kept moving. He hummed as he went along, taking warm eggs from each chicken and then feeding them in turn. *What would be next?*

Still wondering, he heard his name from deep within Addie. Precious, pretty Addie, calling his name in a way he had never heard before. Launching himself into a sprint, he hurdled the fence and crashed through the door, eggs no longer clutched in his powerful hands.

There she was. Pain contorted her features, stripping her of her dignity. *What am I to do?* Without hesitation he rushed to her side, helping her into bed.

“I’ll be back,” he promised breathlessly.

—

*Curse you, the stud that sired you, and—*

He stopped short of cursing the mare mentally. With dew still clinging to the one uncut field west of the home place, Alex made another move towards the field to cut off the big roan horse in the circular corral.

“Easy, easy.”

Both stud and owner paused, the horse catching its breath in great snorts, sides heaving. Alex took another cautious step and noticed the horse’s exhalation, rising like the steam from a newly crafted horseshoe. He crept closer, and the horse stared him down.

Catching the horse in a sort of embrace, one arm around its neck and the other holding a bridle, Alex patted it lightly. The soothed horse did not jerk back when Addie screamed again but shook its head as the cold metal of the bridle slipped past its teeth.

Alex strode with purpose to the barn, saddled Wilhelm, and opened one last gate before mounting. He raced away on Wilhelm, the sun peaking over the mountains to the east.

—

*What sudden noise was this? Who is coming?*

Hoofbeats. Cries. Beni and the boys were finishing chores. Elia turned the last hotcake and wordlessly accepted the pan Pearl handed to her, mother and daughter intent on cooking these cakes to a pleasant golden brown. After all, shining gold neither satisfied nor tasted like a fresh hotcake!

There was so little gold in the house those days. “At least cheer remains,” Pearl whispered to herself, quoting the *Creator’s Tides*. She opened the door briskly, despite her age.

A young man appeared, bundled in a coat with tousled hair.

“It’s Addie!” he said. “She’s giving birth—no doubt in my mind this time, Miss Pearl.”

“I do declare, Mama, Addie’s gonna be a mother,” Elia said cheerily.

“Best get Doc Duhson; he’ll be helpful if anything should go wrong.”

“Yes, ma’am!”

“And smile! You’re about to be a father in truth and honesty.”

“Ma’am,” Alex broke into a smile as he turned with confidence, seemingly less desperate because of his neighbors.

Pearl did not need to grab anything for Addie—everything for delivery would be at the farm a couple of kilometers to the south. The blanket Pearl picked up warmed her as it would the infant, and her brisk walk lifted her along to the Decks’ home.

—

When Wilhelm set hoof off the next road, he began climbing in a steady turn. When a man wants to be harder to reach, he digs a well at the top of a hill and builds there, and Doc Duhson liked his solitude. So he claimed, anyway.

Alex dismounted near some tall grass, not bothering to tie Wilhelm. The hungry animal mowed into the vegetation: lips, teeth, and tongue ripping the ground clean.

“Hello the house!” Alex called.

Alex’s boots clomping in the dirt, rocks skidding, and the weathervane creaking were the only replies.

“Hello the house!” This time, Alex knocked. The doc, neither young nor old and called “crusty” by many, preferred to stay inside, so Alex had not bothered to survey his surroundings. A few bottles, the kind known for inflaming passions and robbing reason, lay scattered near the front porch. Waterfowl noised their presence abroad in the lowland to the northeast.

The house, unstirred, received a few more blows from his knuckles. “You in there, Doc?”

*If Doc were anywhere else, he would be in the bar—heaven forbid—or trading at a store.* After the false alarms Alex and Addie had been through, Doc would not—could not, in the young husband’s mind—be traveling. Sometimes being far from home ached in ways

Alex had barely scratched at. Homelands seemed so far away, especially when Addie spoke of Halsland.

Alex's approach to Wilhelm might have scared a horse with a less trustworthy rider, but Wilhelm soon found himself racing back the way he had come, now digesting the doctor's grass. More for him later.

Of course, the horse understood nothing Alex said—in fact, he didn't even know Alex's name. Wilhelm knew the road, and kicking up dust made for a decent escape from squaring off with herds of chattel he couldn't understand.

—

Pearl sensed something, not a sound or the fleeting touch of the wind, nor a smell, sight, or taste. Alex should have passed back this way, Doc Duhson in tow, by now. Alex might—being the kind of man who put everyone else ahead of himself—have offered his horse to Doc, but even lazy Duhson made good time on Wilhelm.

*Oops. The poor man is lonely, not lazy,* she told herself.

Nodding, she regained her stride, lithe limbs propelling her over the rough road. It would take another thirty minutes walking, and if the desperation in Alex's eyes meant anything, she hadn't a moment to lose.

Not a single moment. Being a midwife, Pearl had helped deliver dozens of children, including one set of twins. The process, for her, was routine. The mother always bore the brunt of it, and a few of Duhson's sedatives improved her lot.

“Don't criticize,” Beni had told her a few days ago. Was it Holday? Yes, it must have been. “Short sermon, short temper” had characterized her those days, but she couldn't accept that her destiny could be set in stone, let alone determined mainly by anyone other than herself.

That nagging feeling came again. *I suppose I'll just run all the way there.*

When she lifted her legs, pulled along by the thought, she lengthened her stride, picking up her skirts and stretching out with holy determination. Her choice mattered, and if Doc Duhson deserted, she would not be late.

—

While three men stood in the store, none of them were customers. Their chatter was interrupted by Alex's entrance into the front room, one behind the counter and the other two near the owner, Clay McGee. Alex overheard something about how tuckered out they were from the harvest.

“Is Doc in?” He asked.

“I suppose not.”

“Where is he?”

The other two men turned their grizzled faces Alex’s way. “Duhson slept somewhere between the sewer and the Healthy Heart,” one laughed.

“You was saying?” the other man prompted, turning back to the former conversation.

“Ah yeah. When this is over, I’ll be well on my way to training the roan. It’s so dad-blum fast cuz’ it’s a roan. The sire don’t have much to do with it.”

“‘Twon’t stand a chance, narry a chance I say!” the other boasted as Alex, alone again, strode to the swinging doors and pushed them open.

Racing away from the talk of racing—which Alex had always had time for before—he stepped into the sunshine, boiling mad. *Can’t anyone be relied upon anymore? Duhson’s word means nothing!* He fumed. Why had he given a man with a bad reputation a second chance?

Turning the corner, he got struck by the only force that could be oddly fresh and simultaneously highly repulsive, though never at the same time. It smelled like the animal stalls. Mounds of dung, human and animal, began to warm in the heat. He slipped away; thankfully, not literally.

As the distance from the sewer grew and the pungent odor of the bar became stronger, Alex noticed a form fumbling with a timepiece in the shadows of an alley.

“Doc?”

The man, hunched as he was, appeared small. Weak.

Nevertheless, his voice boomed, “Alex! What happens today?”

“My wife is giving birth, so I sought you out as arranged.”

“Oh,” color drained from Duhson’s face. “I . . . you . . . do you think she’ll be alright?”

“I don’t know. If something befalls her, or the baby, that will taste more bitter than a thousand lonely nights.”

Duhson huffed. “Well, you’ve got an ear for the dramatic. Listen to yourself! Everything will be fine. I trust Pearl is on her way?” As Duhson said them, the words “fine,” “trust,” and “her” slurred with the rest of his otherwise surprisingly coherent sentence. Doctor Duhson coughed, sputtering as he stood up.

“Yes, but I had your word.” Alex hesitated, watching to see if comprehension would cross the drunken man’s face. When Duhson’s mouth sagged, Alex added, “Now our contract is void. I’ll do the day’s business with Pearl and Beni, folk we can trust.”

A cold, powerless temper flashed in Duhson's face and shoulders. "So be it."

While the doctor, inebriated by the anticipation of the event he might earn his keep from, processed that last night's celebration had cost him dearly, contemplation flew from Alex's mind. His sole goal became to ride home with all due speed. Hastening to Wilhelm, left near the animal well, he gripped the reins and yanked him away from the life-giving water.

Still, some lessons are hardly forgotten, and the water reminded Alex of *Creator's Tides*:

"Some water, once unleashed, foretells new lives for all. Bend thou shalt under strain, but forge ahead. Carry—alone, if thou must—these children into life. Once free, let not time stay thy hand, their wisdom, nor natural affection. Grow ye without them? Grow they without thee? So shalt every man ask his soul; so shall every woman ask her soul, that thereby ye may grow."

—

She gripped the blankets, wishing her lower limbs would fall off, and it could be over.

Now she cried, sobbed, and whimpered, anticipating the next jolt of pain. She thought she might black out, lose consciousness, or trap the baby. She turned to her side, not knowing what to do. While Alex had never cooked the eggs he had promised, Addie wondered if a yoke would give her strength to carry on, but the thought drifted away, hazily. Everything seemed damp: her skin, her eyes, everything. Then she gulped in the air, wondering how she'd forgotten to breathe. "Sweet mercy," she hummed the tune for a split second.

The air, rent by her screams, seemed to vibrate and echo. The house, though isolated from outside contact, had received a glimmer of hope. *Alex will be back, Duhson trailing him. Pearl promised she'd comfort us. The baby and me.*

Thinking and breathing, breathing and thinking. She rocked back and forth between them. *Since Grandma Adelaide survived . . . I am . . . strong. We are survivors. We will continue.*

Repeated jolts of pain followed, furious in their assault.

*Soon, the life I've been giving will be seen. We two have become three. "Herein lies glory."*

"Oh, Adelaide!" Though clarion, the voice sounded faint.

Louder now, "I've arrived!"

"Let's see you and your child."

—

“You can’t imagine my relief at seeing all of you.”

Beni, with one young man in a headlock and another swinging uselessly at him from arm’s length, cocked his head to the side.

“What do you mean, Madame Pearl?” he teased.

“All I had to work with was that bewildered Alex. Once two babies were in his arms, what was I supposed to do? Give the mother the child? She seemed altogether blessed to be alive when I found her. All the father had done was fetch eggs and ride away.”

Serious now, Beni lifted his wife’s chin. “So, you’re telling me everything went fine?” Elia, ‘Bert, and Hali fixed their gazes on their mother.

“Yes! Three healthy girls, gems every one of them.”

“Three girls? My word, that’s wonderful news! Good thing they have such a large farm.”

“My, oh, my.”

“And they’re *all* girls?” It could not be true, not to ‘Bert.

“Yeah, mother always tells the truth,” chimed in Hali.

“She certainly does,” Beni agreed. “Let’s get everyone settled and you a bite to eat.”

“Just a bite?” teased Pearl. Beni rolled his eyes kindly.

—

A day later, the children sleeping (and the babies on the next farm over waking), Pearl told Beni, “The Decks paid in gold. Wouldn’t accept ‘no’ for an answer.”

“Alex is generous. They are generous,” Beni corrected himself.

“Most certainly, they are,” Pearl replied, looking up. “What will we do with the money?”

“Perhaps we’ll put it aside except for some fish hooks. I’ll take everyone fishing. Would you like that?”

“Yes, love, I’d like that very much.”

**-Based on actual events** (Oral history from Mark Teichert).



## Buried House

Everybody said I was adopted, bought, cursed.

And I was.

The curse led to my freedom and much cursing my name and my mother's. No one dared curse my father's. Since anyone could be reading this and the authorities are probably still on my tail, I'll not give my name, but for simplicity in this story, I'll refer to myself as "Anyone."

### Part I

The sea breeze calmed, so the gentle waves and mounds of fish held our boat low in the water. Fish abound everywhere north of the Sun Coast. We'd caught several eels, along with tuna, but no crab or other delicacies. The long hours of the afternoon would be spent well in port, unloading the catch, and sleeping while the cooks made something.

"You work harder than most other slaves, Anyone."

"I appreciate my trade." Despite my pleasant tone, an edge crept into my voice.

"Not much different from what you'd have done across the sea, eh? Back-breaking work and currying the favor of some chief, elder, or ancient good-for-nothing king, am I right?" Without pausing, he droned on about how hard it was to maintain his fleet, keep us from drowning ourselves, convince the blacksmiths to make enough chains to hold us and comply with the demands of his superiors.

Pitiful.

At least he wasn't the reason my sister was pregnant—that had happened with the man who sent me away. Of course, she wasn't that man's wife, and the child "wasn't his," but the goblins were honest about it. They always speak their minds. How they knew I couldn't imagine.

The truth is, this person came as close to a friend as anyone I remembered. (I don't know whether he was a vampire or a human because of his gaunt face, good taste in jokes, and strong Torrezon accent, but his name was Klint.) Thinking of my old master often brought nightmares in broad daylight. That man had relished beating his captives. The blows to my head these days were just as vicious as they were frequent when Klint wasn't around.

"Row." And I rowed not for Klint but with him. The sun vaporized the sweat dripping from our bodies. Yes, he was my "master," and I his cousin's slave, but Klint's vision of the future was different from his cousin's. Ease did not appeal to him as it did other men.

Again, I, Anybody, considered leaving. I decided to leave. My wrists couldn't take it anymore. The extra weight and rope burns on my neck had made clear that even a

favorite here could not sweet-talk his way to freedom. The captain was far too brutal for that. “No punishment except death,” the captain always said. I knew I would have to plan it this time, learn the lay of the land, stay off roads but still move quickly, and evade pursuers. It would be the third time I made a break for it, but the first escape from Klint.

Could I trust anyone else to come along? Could I convince them not to revolt? Sure, everyone would be free, yet I vacillated between my own getaway to that of one, two, three, ten, then hundreds of comrades. After all, I knew a king—*the* king of the sand swept coasts across the sea. Because I did not want violence and my brothers and sisters in chains were not equipped for it, I resolved to take a long view of the situation.

Soon there would be no time for deliberate decision making. Soon my life would be far harder than ever before.

## Part II

Unloading fish to the dock stank of freedom: I could move. Carrying out orders, no matter how harshly delivered, had a certain satisfaction. We worked efficiently, calling to one another when we needed to unload the bigger catch. This was easy.

Then the sellers took the fish and pedaled them to “the hungry” in their mansions. If their estates were not so large, it would have been easier work. We kept some. Klint tried to bribe me once a day or so. If he feared me, then he must have been trying to isolate me from the other enslaved people. Accept a bribe, and I could no longer be considered one of the other slaves, and I would set a precedent by being bought.

At this point, my reputation was the only thing I had, so I fought the howling from my stomach and the aches from all over. I overcame it again.

Though I spoke little of his language, favoring simplistic answers like, “You are young, and I am old.” (Though we were only a year apart), “Eat and grow as strong as I.” My captors were soft compared to almost all of us slaves and no smarter. They knew more, for they explored on their own and made maps of the places they had gone, but their understanding was as shallow as the night in the tropics.

My chain jerked me forward.

“Don’t you want to eat!” a man yelled, pinching his fingers and putting them to his lips. My mouth, dry as burnt firewood, opened as he heaved on the chain again. I stumbled forward and landed face first in the sand, grit filling my nostrils and mouth.

“Quit lying there! Get moving!” From the beach, I looked up and saw Klint step between the man at the end of my chain and me. The man walked off in a huff. No one laughed. Back on my feet, I turned my eyes slowly to meet Klint’s.

“Let’s move!” he commanded. “There’s food to be had,” he said with relish. They led us to an awning where we were tied every day for the evening meal. We ate something—scraps the dogs eagerly whined for and even took if we didn’t keep an eye out. Some of

the younger slaves would say, “By the stars, that one looks like it wants to eat me!” Often, an exuberant pup would lick their faces and hands instead of devouring them. I laugh now like I laughed then.

### **Part III**

We went back to fishing like any other day.

“Anyone, get back to casting those nets like I said.”

I tossed them overboard.

And we waited.

“You must want to get out of here, Anyone.” I paused. “I suppose anyone would.” Klint laughed. “I’ve heard the ruins of Atzocan is home to all the runaways.”

“We’ve a little left to chart, and then we’ll have completed our maps of the habitable world. What will be left for us to do then?”

“I’m sure we’ll figure something out. Until then, we’ve got fish to catch, and I don’t want to start slacking this young.” Klint hauled the nets himself. “Do you read, Anyone?”

“In my tongue, yes.”

“How did you learn?”

“I advised the king.”

Klint waited expectantly. “His inner circle learned to read and write so we could pass our legacy on to the children.”

“Do you miss your proximity to the king?”

“No, I miss my children.”

“I guess they’re all that really matters in the end. Kids. Raising ‘em right. Watching them grow, make mistakes. See them cross swords with an orc, defend their nation. Outsmart a goblin and fly with the sirens. But there’s still one thing I don’t know.”

How can we make you sweat for our bread, our sustenance, and these fish?” Klint’s young eyes danced with passion and rage. “Have all the good men gone? Since we gained our freedom, why withhold it from anyone else? Are we that different from one another?”

I won’t be lied to any longer! I believe there is a better way. And there’s only one way to find out if I’m right about this.” His eyes locked with mine. “You’re free. Go, find your king or run to the west. Free someone else and tell them to free others. Free those kids.”

He didn't miss a beat. Before I could whisper, "thank you," he cried, "Ah! We've sprung a leak! This good-for-nothing skiff is practically rotting! Row! Row, man, or sleep with the fishes."

We made it to the shoreline, the captain at the head of his fleet and my brothers in chains—the only ones capable of escaping without slowing us down—were too far to save. As we made our way into the woods, chains clanking, I wondered where to go. "How do I reach Atzocan?"

"Go inland until you reach the stark mountains." Klint instructed. "Turn south. You'll cross large rivers a third and two-thirds of the way there. Then head east when you reach the valley planted since time immemorial."

*Would my sister still be in Adanto?*

"Turn south at the mountains, then east at the valley," Klint nodded, and I nodded back. He set the chain around his neck and carried it, saving my strength. The jungle was cool and shady—nothing like the nigh insufferable heat of the open ocean.

He drew his machete and handed it to me along with the key to my freedom. "Thank you," I said.

"Before you go, do me a favor. For the sake of my reputation, it would be best if I were found unconscious. Do what you've got to do."

I grimaced, and moments later Klint toppled like a fallen log.

#### **Part IV**

Let me clarify something. My mother was a slave, and my father her owner. As soon as he could sell me, my father shipped me away, and I was adopted by slaves. My curse? Surviving sicknesses and passing them along. Even vampires succumb to the boils, spots, fever, and retching. Sometimes, my hatred transfers illnesses. That must be why, when I found my sister, the father of her child was dead. Her life of ease had lasted five weeks, and then she was back to the washroom and the sewing table, the fish gutting, and the basket weaving. Though she birthed a healthy girl, I would not see her prostituted again so her master could collect exotic dinosaur trophies by further investment in human capital treated like chattel.

Her master had resold her on the island of Adanto, and though she said not to take risks, I couldn't stay away.

Running would be hard. No, running would be hell. Walking would be hard. Riding would be difficult. We could get caught at any moment. We couldn't slip away as soon as we got to water like merfolk in a stream, but a boat would be manageable and far more practical, especially compared to the carriages of Torrezon.

Fortunately, I wasn't working alone anymore. Two merfolk, Paria and Tharuna, journeyed with me after I killed seven dinosaurs that threatened them. The story isn't too long; a snubhorn charged them in the clearing, and I made it very sick. Then a thrash of six raptors picked up the scent and surrounded us. We fought together without thinking and decided we should continue. We freed a couple of merfolk from Paria and Tharuna's tribe, who were forced to mine for gold on the Sun Coast. In exchange for my support, Paria and Tharuna have come to help my sister. We're here, posing as free folk with the Watchful Siren and the Lighthouse of Adanto towering over the fort. Perhaps we should hire a goblin for this raid.

"Paria, could we fit five plus a goblin in this boat, if necessary?" I queried.

"Yes," she said.

Tharuna asked, "Do you know any goblins in Adanto?"

I pursed my lips. "No."

"How about that one?" Paria pointed to a goblin in the water stocks.

"A criminal? Just our type," I joked.

"Who's to say he's guilty of anything other than disagreement?" Paria responded.

"Let's ask him," Tharuna said. As we walked over to the humiliated goblin, our jovial attitude dissipated. Its nose held in place in the dirt where wastewater, sewage, and spoiled fruit seeped past and around, the water stocks forcing the goblin to kneel, its knees on either side of the ditch.

"The *tremendous mentor* has never taught anyone anything! His lordship has only earned the title *tremendous tormentor*! If my captain were here, she'd tear you limb from limb. She'd leave nothing left to mourn over." Flies buzzed around the pile of filth.

I took a deep breath. "It's—the smell—is worse than I thought." Shuddering, I drew closer. "Ho, there in the sto—"

"*Who are you?!*" the goblin snapped.

"A Seeker of the Lost and Forgotten."

"*What!?*"

"Someone who wants . . . who will help you if you swear to silence."

"Ahhh. I'm a dead goblin either way. You have my word."

A tide of fresh fecal matter washed down the ditch, and the goblin took a deep breath right before it reached him. My eyes were riveted on the stream of bubbles as he exhaled a few seconds later, piles of refuse forming around his chin. This Tormentor knew his

trade well. If he'd laid a finger on my sister, he'd get his comeuppance. I kept the magic under control because, for some reason, I wanted to see every second of his suffering. The clearest avenue to catharsis lay before me, and indignation coursed through my veins.

“Okay.”

## **Part V**

The stars were out on a moonless night over the Sun Coast. Lanterns kept the island's main streets lit, and the muffled sounds of night lessened, making our footfalls sound louder than usual. We passed the site where the new church would be opened, then the wreckage where the old one had been demolished. A few night patrolmen passed us as we made our way past the fort. The city seemed compact, concentrated on what little light it could give off within its borders, except for the lighthouse. Three blocks separated us from the lighthouse when we arrived at the place of Dasha's residence. Perfume hung thickly in the air. My sister never referred to the place as home.

The goblin handed us a letter, then stole off into the shadows. I raised my knuckles to the door and rapped on it six times in quick succession.

The door opened soundlessly. An orcish butler's grating voice greeted us.

“Yes?”

“A letter for your master. His reply is expected tonight.” Somehow, I kept the edge out of my voice.

“Come in.”

Two siren statues framed the entryway, which was a long hall leading to stairs in the back, and a spear hung by the landing with the portraits of four humans, two on either side. I held back comments on the splendor of the interior, but Paria and Tharuna exchanged awed looks. The wood must have come from all over the world, with some dark wood from the forests of my youth, several varieties from Ixalan, and a few I could not place, probably from Torrezon. There were rugs to pad the merfolk's moccasins on the hardwood, which was polished to reflection. My ears begged to hear something secret from the butler, but he escorted us wordlessly through a massive dining room, and kitchen to a study tucked away in the back of the house. A window led to the street, and a stained-glass window higher up let in an elusive, distorted light. The vaulted ceiling accommodated twenty-six shelves of alphabetized books, a fact I observed while we waited for forty-five minutes. Paria and Tharuna stayed standing the entire time, but I sat and stood intermittently. When Dasha's newest master entered, I stood.

“Albert Flantos, at your service,” he said. His flabby body seemed to burst with enthusiasm and sufficient confidence to dismiss his orc servant. His grin flashed a pair of golden teeth, and his curly hair was as well-ordered as his house.

“Is there anything I can do for you? Perhaps a delicious drink from the oranges on my inland estate?”

“No. Thank you.”

“Then what’s your business this late at night?” Albert’s voice dropped to a whisper.

Paria handed him the letter. When he broke the seal, a bright flash of light burst across his face. Then the letter and envelope sucked around his mouth. He tilted forward, and Tharuna caught the collapsing man, cradling his head so anyone entering would not see the seal across his lips. The scroll we used forced Albert’s mind to dictate a letter answering a few questions. The first was, “Where should Dasha be right now?” As he answered them, words appeared on the sheet facing us in his handwriting. If we discovered a lie, ink would pool in his mouth instead of on the page, and he chose life that night.

Paria conducted the interrogation. With the goblin on the lookout outside and Tharuna propping Albert up, I tiptoed into the master’s quarters.

“Dasha?” I shook the sleeping figure.

“Anyone. You—you said you’d come but—how could I believe you? I told you to stay away.”

“Shh. Is your daughter here?” Dasha pointed to the adjoining room. I helped Dasha to her feet.

“Are we really going to be free?” Her words woke her daughter. “Ophelia, we need to go. This is your Uncle Anyone.” Ophelia clambered out of bed.

“Nice to meet you,” the little girl said.

“Smart like your mom,” I said, smiling. “Let’s hope you become just as wise.” Calm descended on us as we crept down the corridor.

Dasha kept Ophelia close, and I signaled to Tharuna to tuck Albert away. We moved him into the pantry, closed it off, and made our way out the door. When the night air caught us, I realized how hard my heartbeat hammered out the drumbeat of freedom. We moved away from the lighthouse, and the goblin began to cover our tracks. No one came tearing into the street with torches. We moved past the churches and out to the docks.

We dropped into the boat. I hoisted the sail while the merfolk unmoored our vessel. They took to rowing, and then the wind caught our sail. We left the island with the Watchful Siren illuminated faintly by the stars and lit from behind by the lighthouse.

Ophelia asked, “Where are we going?”

“To Ixalan and freedom.”

*To be continued . . .*

## **Myths**

In the same way that myths are stories that are truer than true (Church, 2021), the true story that “Archaic Growth” is based off does involve a midwife stepping in for a drunk doctor. All the accompanying details have as much to do with the set I designed as the family story I wove into the account. Tolkien (1981) wrote, “After all, I believe that legends and myths are largely made of ‘truth,’ and indeed present aspects of it that can only be received in this mode; and long ago certain truths and modes of this kind were discovered and must always reappear.” Regardless of how incredible certain family tales seem, their roots reach for the truth. The idea that truths were “discovered” anciently contributes to the common ground shared by so many of the worlds religions, such as prayer, service, books of scripture, miracles, and premortal life (Palmer et al., 1997, p. 245, 249, & 291-292). Seger (2015) defines “some myths [as] a story that is ‘more than true,’” due to the ease with which an audience can connect with the story (p. 335).

“Archaic Growth” highlights a common experience we all have: birth. Though the people living in the moment may not have seen it this way, their achievements “attain mythic significance because the people involved seem larger than life, and . . . live their lives more intensely than common folk” (Seger, p. 335). Today’s technologists can publicize any notable achievement we have, but many stories from the past still need to be told or broadcast. Sharing the story of one grandparent and the community that coalesced to bring him into the world acknowledges the dependence we have on our forebearers.

The underground railroad is memorialized in “Buried House” since it helped enslaved people escape bondage, an essential theme for Wild Ixalan. Incomplete records make it “impossible to determine how many slaves escaped from the South” (Winch,



1987, p. 3). Without clear records, making up a myth about men and women who freed slaves becomes easy. Without constraints, the story kept growing to the point that it could use a sequel to expand on the network of free and enslaved people on Ixalan, much the same way that the new set demands more cards to fill gaps in prominent characters, events, and places.

For short stories based in a magical environment, one might be surprised when so little magic occurs, which allows us to question what constitutes magic in this setting. Losing one's sense of wonder at the beginning of life or the joy of freedom robs those moments of the magic therein, so I tried to downplay the mystical side of *Anyone* while the power of care manifested by Pearl on behalf of Addie is meant to shine more brightly.

This approach led to seeking inspiration from magical realism, at least in terms of reader response. By letting the characters “capsulize . . . the sum total of many [personal] journeys],” (Seger, p. 335), “myth and history overlap,” with “the myth [acting] as a vehicle to transmit history to the reader,” (Storied, 2022, 6:50). If readers feel a connection to the anticipation of a newborn, the rush to bring competent medical personnel to a mother's side when in labor, or the desire to be free with those closest to us, then this aim was achieved. As an obituary for Gabriel Garcia Marquez put it, “in spite of the vogue for fantasy fiction, in the finest of literature's fictional microcosms, there is more truth than fantasy” (Storied, 7:45). Ultimately, readers will judge whether these stories are more magical realist or mythic, but I use elements of both genres.

## **Discussion**

The episodic format, typical of content marketing, seeks to bring fans back to a site repeatedly, hungry for more information, adventure, or engaging thought pieces.

Teasers like “to be continued” are not always featured by the Magic story team. However, for an audience unfamiliar with this marketing strategy, they should note the possibility of continuing any story. Books and short stories released in 2020 and 2021 may have contributed to back-to-back record financial years for the company (Parlock, 2021). Even so, Magic developed an online format, which could be why the brand grew to unprecedented levels.

When Magic turned 25, it had reached 30 million people. Relationships between the consumer and the company hold more excellent value than revenue alone, but the two seem closely correlated. Previews of cards offer players with lower levels of investment in the story to contemplate their next purchase, and figures on and off the staff, like Mark Rosewater and Mel Li, for example, interact with fans regularly.

With a solid content marketing strategy, expansion into streaming services, and millions of avid fans, Magic contributes significantly to Hasbro by churning out engaging, creative products that casual or tournament-bound players alike can access. People who love strategy games and the flavor of Magic’s latest set will gather to the game, and customizable decks make return customers likely.

The competitive scene is compelling at best and confusing at worst. Rules additions, like the mechanic “convert,” routinely emerge as new sets are released, so the learning curve never stops. Once patterns become easy to spot, the game becomes simple. There are still as many as thirteen variables per player a player should account for as he or she plays cards that resemble memes, sometimes intentionally. Looking at the game as both product and cultural artifact has been instructive, and writing stories based on an already existent fantasy setting proved challenging and rewarding.

The most challenging aspect of the project, coordinating this paper, short stories, the art contest, and card design, is most easily compared to a person juggling three hacky-sacks and an apple. The apple represents the art contest—it could go sour, hit the floor and break, or be the sweetest thing a body had ever tasted—while the hacky sacks were familiar, manageable tasks practiced time and again. The most rewarding aspect, found in flashes of brilliance in writing or seeking advice from friends and colleagues, has been irreplaceable. Artists seem to spend much time talking about their art, and experiencing that in this context revealed that self-promotion has a prominent place in the attention economy. Remixing so many of my favorite cultural icons with history, both global and familial, and myths in a magical context gave structure to this work. Hopefully, it has brought joy to you.

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## Appendix

| <b>Known<br/>Rarity</b> | <b>Common</b>   | <b>Unknown<br/>Rarity</b> |   |
|-------------------------|---|---------------------------|---|
| Name:                   | Bound to the Sea  | Name:                     | Patriot   |
| Cost:                   | 5U  | Cost:                     | WW (2)  |
| Setting:                | WI  | Setting:                  | WI  |
| Color:                  | U   | Color:                    | White   |
| Intent:                 | The Sea between Ixalan and Torrezon holds great power, mystically calling those who have ridden it's waves before. Some say it beckons stronger than love.  | Intent:                   | Patriots are everywhere, and this piece focuses on the familial nature of patriotism.   |
| Location:               | A port in Torrezon. A young sailor and an attractive young woman are parting ways, the sailor comforting the distraught woman.                              | Location:                 | Outside a farmhouse or on the edge of a village/town  |
| Action:                 | With his hand to his ear, the sailor seems to hear a voice calling him away. His comfort is absent, looking away from her with a hand patting her shoulder. | Action:                   | A young boy and girl say good bye to their father as he marches off to join other troops, their mother standing in the background. The father kneels, smiling and hoping to see them again but knowing that he might not get another chance. Perhaps the sun highlights a tear on one (or more) of the faces. |
| Focus:                  | The sailor's face as he hears the call of adventure.  | Focus:                    | The father and his children's goodbye.  |
| Mood:                   | Reluctance, melancholy, determination.  | Mood:                     | What they have at home is worth fighting for.   |
| Type:                   | Enchantment-Aura  | Type:                     | Creature-Human  |
| SPCL:                   | Enchanted creature gets -5/-0. Other creatures that player controls get -1/-0.  | SPCL:                     | Enters the battlefield with your choice of a vigilance counter or a lifelink counter.   |
| FLVR:                   | "Brandy, you're a fine girl . . ." — Looking Glass  | FLVR:                     | "Goodbye. Already I long to return to your sides. Peace and prosperity...Farewell, children."   |
| P/T:                    |   | P/T:                      | 1/2   |

|           |  |           |  |
|-----------|--|-----------|--|
|           |  |           |  |
| Name:     | Solemn Assembly  | Name:     | Cent-Roh Pilgrim   |
| Cost:     | 4W   | Cost:     | W  |
| Setting:  | WI   | Setting:  | WI   |
| Color:    | W  | Color:    | W  |
| Intent:   | Religion on Ixalan has splintered. Despite their plain appearance, these merfolk and humans have knowledge from Above. They make you think Heaven is real. | Intent:   | The journey is a struggle.   |
| Location: | By a river or pond, with grassy banks surrounded by reeds and trees.   | Location: | Outside Cent-Roh, at dusk or dawn.   |
| Action:   | Many people have gathered to learn from these teachers. Some may be less than peaceable.   | Action:   | Dusty figure walking towards the sun.  |
| Focus:    | Make the intent shine through.   | Focus:    | The trek from place to place has not worn this person down.  |
| Mood:     | Reverent.  | Mood:     | Dogged perseverance.   |
| Type:     | Creature-Merfolk Human   | Type:     | Creature-Human   |
| SPCL:     | Convert, if you control a non-basic land, Solemn Assembly gets +1/+2. 1W: Solemn Assembly gets -1/+1 until end of turn.                                    | SPCL:     | When Cent-Roh Pilgrim enters the battlefield, scry 1. XW: X creatures with total power X or less gain "Convert" until end of turn. |
| FLVR:     |  | FLVR:     | Pilgrims learn endurance from hardship, but Faith treads with them.  |
| P/T:      | 3/3  | P/T:      | 0/2  |
|           |  |           |  |
| Name:     | Quarreling Archmages   | Name:     | Full Fledgling   |
| Cost:     | 4U   | Cost:     | 2W (3)   |
| Setting:  | WI   | Setting:  | WI   |
| Color:    | U  | Color:    | W  |
| Intent:   | Some differences seem unsolvable.  | Intent:   | Gryffons have some control of their shape.   |
| Location: | A lecture hall or a printing press.  | Location: | Any field, preferably one by a farmhouse.  |

|           |   |           |   |
|-----------|---|-----------|---|
| Action:   | Learned women are debating the truth of a matter.                                       | Action:   | Shows a gryffon in true, cat, and bird forms, watching or preparing to hunt in each.  |
| Focus:    | The siren's ruffled feathers, the woman's frazzled hair.                                | Focus:    | The clouds, grass, and transformations.   |
| Mood:     | Tense.  | Mood:     | Mystic and majestic.  |
| Type:     | Creature-Siren Human Wizard   | Type:     | Creature-Gryffon  |
| SPCL:     | Kicker U: Return a creature with power 4 or less to their owner's hand.                 | SPCL:     | Reknown 1. If FF has a +1/+1 counter, it gains flying. W: FF gains flying until end of turn. Sacrifice an artifact, FF gains flying and +1/+1 until your next turn. |
| FLVR:     | "I can see how you could convince one of them, but both side by side? How'd you do it?" | FLVR:     | "Well ma'am, you've got your hands full if you want to feed a lion and an eagle." Dar Blurius, town fool/jester   |
| P/T:      | 4/4   | P/T:      | 2/2   |
| Name:     | Visionary   | Name:     | Ordinary Angel  |
| Cost:     | W   | Cost:     | 3WW (5)   |
| Setting:  | WI  | Setting:  | WI  |
| Color:    | W   | Color:    | White   |
| Intent:   | A person has just seen the future from Above.   | Intent:   | Angels could be common.   |
| Location: | Anywhere.   | Location: | A marketplace, vendors, goods, merchants, and tradespeople all about. Dusty, with the sun high in springtime.   |
| Action:   | This revelation is life-altering.   | Action:   | Bustling about, being an ordinary angel, watching out for others.   |
| Focus:    | Knock yourself out with this one.   | Focus:    | Nondescript features, smiling eyes, watchful readiness.   |
| Mood:     | "   | Mood:     | Joyous, full of activity, aware.  |
| Type:     | Creature-Human  | Type:     | Creature-Human Angel  |



|           |   |           |  |
|-----------|---|-----------|--|
| SPCL:     | Convert (Deal damage to creatures in the form of -1/-1 counters. If a creature is reduced to zero power in this way and both creatures survive, gain control of that creature during the next end step. Remove all -1/-1 counters from it). | SPCL:     | When Ordinary Angel ETBs, create three tokens from those listed below: Clue, Food, Treasure. 1W (Level Up) Level 1-2 gain 3W: up to two target creatures gain lifelink until end of turn, or one creature gains lifelink until your next turn. Level 3+ When Ordinary Angel leaves the battlefield, create three tokens from those listed below: Clue, Food, Treasure. |
| FLVR:     |   | FLVR:     |  |
| P/T:      | 1/1   | P/T:      | 4/4 -> 5/4 -> 6/5  |
| Name:     | Swept Up in Conversation  | Name:     | Guardian Extraordinaire  |
| Cost:     | 6U  | Cost:     | W (1)  |
| Setting:  | WI  | Setting:  | WI   |
| Color:    | U   | Color:    | White  |
| Intent:   | Magically imbued words can sweep people upwards.  | Intent:   | Those who defend have their best foot forward.   |
| Location: | Above the path/trail (on a mountain or other isolated place).   | Location: | Any pivotal strategic point (i.e., a bridge, gate, canyon, tower, or door).  |
| Action:   | An animated conversation is lifting three or so friends up from where they were journeying, walking on clouds, rocks, ice, and dirt.  | Action:   | They reach for symbols of good faith.  |
| Focus:    | One person realized what was happening, but s/he has not gotten the attention of their friends.   | Focus:    | The places they inhabit (if at all possible, all the places listed above plus a path and passage).   |
| Mood:     | Comical.  | Mood:     | Somber, careful, thoughtful, twilight or the dark of night.  |
| Type:     | Instant   | Type:     | Creature-Human Soldier Warrior Ranger  |
| SPCL:     | Return all (Choose two): Creatures, artifacts, enchantments, or planeswalkers an opponent controls to their hand.   | SPCL:     | As long as you control an untapped permanent, Guardian Extraordinaire gets +2/+0   |
| FLVR:     |   | FLVR:     |  |
| P/T:      |   | P/T:      | 0/1  |
|           |   |           |  |

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| Name:     | Desperate Duelists   | Name:     | Passage  |
| Cost:     | 2B   | Cost:     | 1w/uWU (4)   |
| Setting:  | WI   | Setting:  | WI   |
| Color:    | B  | Color:    | WU   |
| Intent:   | Pirates have been captured and integrated into a merfolk tribe. They have many differences, increasingly between one another.              | Intent:   | Travelers gather to make safe passage from place to place.   |
| Location: | The swamps of Ixalan.  | Location: | A sunny dock, with birds wheeling overhead.  |
| Action:   | Merfolk hands have yanked back the heads of the two pirates, preparing them to learn a lesson from the Chief.                              | Action:   | We see passengers ready to board from the top of a ramp, with the ship (and our perspective) from above the huddled crowd.   |
| Focus:    | A humiliated orc and goblin on bended knee, their captors out of sight.  | Focus:    | The spirit of adventure and the promise of freedom.  |
| Mood:     | Pained.  | Mood:     | Anticipatory.  |
| Type:     | Creature-Orc Goblin  | Type:     | Enchantment  |
| SPCL:     | Double Strike, 4BB gain protection against any nonblack color until end of turn.   | SPCL:     | Draw a card. Whenever a creature you control with toughness 3 or greater untaps, create a food token. Whenever a creature with power 3 or greater untaps, you may create a weapon token. Whenever three or more creatures untap under your control, create a clue token. |
| FLVR:     | "The Tribe keeps you alive to hunt, not to fight without end."   | FLVR:     |  |
| P/T:      | 1/2  | P/T:      |  |
|           |  |           |  |
| Name:     | Havoc Duo  | Name:     | Alex Deck  |
| Cost:     | 4RR  | Cost:     | 3RW (5)  |
| Setting:  | WI   | Setting:  | WI   |
| Color:    | R  | Color:    | RW+  |
| Intent:   | Without the Bloodfast to guide him, this vampire has gone as wild as an orc without a captain. They don't even step on one another's toes. | Intent:   | Shows Alex readying himself for the next chapter of his life: fatherhood.  |

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| Location: | Anywhere.  | Location: | By his wife's side (in a cottage) as she gives birth.  |
| Action:   | They signal one another, pointing to move ahead quietly. It won't be quiet for long. | Action:   | The midwife showed up, but the Dr. didn't. She cares for Adelade Emery, Deck's wife, while Deck holds a towel and tub of water.  |
| Focus:    | Their guns and swords frame their faces and hand signals.                            | Focus:    | Alex's expression.   |
| Mood:     | Eager.   | Mood:     | Confusion mixed with joy. Struggle.  |
| Type:     | Creature-Vampire Orc   | Type:     | Creature-Legendary Human   |
| SPCL:     | Trample, As long as you control two or more creatures, another creature gets +2/+0   | SPCL:     | For each color other than red or white used to cast Alex, draw a card. If black mana is used this way, lose 1 life. As long as you control another creature, each creature you control gets +1/+0<br>Predominant: If red is the greatest or equal to the greatest color, put a trample counter on Alex; If white, put a lifelink counter (if the colors are tied, put both). |
| FLVR:     |  | FLVR:     | In that moment, Alex looked outside himself. He never looked back.   |
| P/T:      | 5/4  | P/T:      | 5/5  |
| Name:     | Mighty Foot Clan   | Name:     | Addie Deck   |
| Cost:     | 5G   | Cost:     | WWWR (4)   |
| Setting:  | WI   | Setting:  | WI   |
| Color:    | G  | Color:    | WR   |
| Intent:   | These people have survived by outrunning dinosaurs (and befriending a few of them).  | Intent:   | Adelade Emery, the bride, is already changing forever.   |
| Location: | In high, alpine forests.   | Location: | Walking on a dirt road.  |
| Action:   | The whole clan is on the move, with no horses and all their belongings packed.       | Action:   | Her dress appears to be swaying, her head high, eyes forward, hair in a braid with a red ribbon.   |
| Focus:    | They move toward the rising sun, with the sunrise dominating the picture.            | Focus:    | Her blue eye and her gray eye-try other combos-like hazel and blue, hazel and grey   |
| Mood:     | Persevering  | Mood:     | Joyous, yet sober.   |
| Type:     | Creature-Orc Merfolk Peasant   | Type:     | Creature-Legendary Human   |

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| SPCL:     | Convert, If a land entered the battlefield this turn, Mighty Foot Clan may get -1/+1 until your next turn.         | SPCL:     | Creatures under your control with base power or toughness 2 or less have indestructible. Lifelink. (Tap) discard a card, then draw a card.   |
| FLVR:     |  | FLVR:     | How will she save her husband?   |
| P/T:      | 5/6  | P/T:      | 2/2  |
| Name:     | Faithful Wardens   | Name:     | Smuggler's Ring  |
| Cost:     | 4G   | Cost:     | 1r/b   |
| Setting:  | WI   | Setting:  | WI   |
| Color:    | G  | Color:    | RB   |
| Intent:   | Some devotees of the Immortal Sun continued to watch the Golden City of Orazca long after the Sun's disappearance. | Intent:   | Though dressed poorly, this sailor has quite the rock on her hand.   |
| Location: | Near Orazca.   | Location: | A port, after nightfall.   |
| Action:   | The three persons stand atop trees with bows, slings, and spears at the ready.                                     | Action:   | The Smuggler orders wares of her ship, wary of the torches and authorities in the distance.  |
| Focus:    | The vastness of the city and jungle, some of which has overgrown the golden city.                                  | Focus:    | It looks like dynamite is being unloaded.  |
| Mood:     | Awe.   | Mood:     | Sneaky.  |
| Type:     | Creature-Merfolk Orc Human Warrior   | Type:     | Artifact   |
| SPCL:     | Vigilance, Reach   | SPCL:     | Each player exiles a card from their hand. You may look at and play the exiled cards until your next turn. For each card you play, your opponent(s) create a clue token. Sacrifice Smuggler's Ring: add one mana of any color to your mana pool. |
| FLVR:     |  | FLVR:     |  |
| P/T:      | 4/5  | P/T:      |  |
| Name:     | Firing Line  | Name:     | Highlander   |
| Cost:     | 1R   | Cost:     | w/r  |
| Setting:  | WI   | Setting:  | WI   |

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| Color:    | R   | Color:    | Red/White   |
| Intent:   | These conflicts are violent.  | Intent:   | Convey the majesty of the Pytics Highlands and the people who inhabit them.   |
| Location: | Canyon in the desert/mountains.   | Location: | Overlooking plains from the shoulder of a Pytic male who watches from a bluff. Near sunset, with golden grass and orange sky.   |
| Action:   | Seven people aim firearms at someone, possibly "off-screen," finishing their job as the sun sinks low.                          | Action:   | Flocks seem to be roaming below, with a cottage in the distance. There is a subtle strength from this man who works the land.   |
| Focus:    | The faces of those who have to fire.  | Focus:    | The view, the beauty of the moment, of peace coexisting with power.   |
| Mood:     | Somber.   | Mood:     | This is a special place, but it's a very special place and time of gladness for this man.   |
| Type:     | Instant   | Type:     | Creature-Human  |
| SPCL:     | Deal three damage divided as you choose among up to X targets, where X is the number of creatures and/or artifacts you control. | SPCL:     | If white mana was used to cast this spell, put a vigilance counter on a creature you control. If red mana was used to cast this spell, put a haste counter on a creature you control. |
| FLVR:     | "Times are changing" — Thirty Seconds to Mars ("Walk on Water")   | FLVR:     | My father's father's father first set foot on this land. We won't yield it for anything.  |
| P/T:      |   | P/T:      | 2/1   |
| Name:     | Reinforced Wall   | Name:     | Marksman of the Isles   |
| Cost:     | 7   | Cost:     | 2w/r  |
| Setting:  | WI  | Setting:  | ILB   |
| Color:    | C   | Color:    | WR  |
| Intent:   | The forts after Adanto were (at least to some degree) dino-proof.   | Intent:   | There is not much over here compared to the old world.  |
| Location: | Near a river, lake, or bay.   | Location: | A shooting range.   |
| Action:   | Tiny figures atop the wall look out over their conquered territory, wary but proud.   | Action:   | A man reloads his gun. A boat rests nearby in the background.   |
| Focus:    | The canons, spikes, and bayonets.   | Focus:    | The scope, tripod, wind gauge, and powder horn he is outfitted with.  |

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| Mood:          | Protective?  | Mood:     | The sand and sea may be all you need.   |
| Type:          | Artifact Creature  | Type:     | Creature-Orc Ranger   |
| SPCL:          | Defender, Multikicker X Put X +1/+1 counters on target creature. Untapped creatures get +0/+1. Reinforced Wall can block up to three creatures.      | SPCL:     | Flying. If you control two other land types among lands, Marksman of the Isles gets +0/+2.  |
| FLVR:          |  | FLVR:     | "These are our shores now."   |
| P/T:           | 2/7  | P/T:      | 2/2   |
| <b>Rarity:</b> | <b>Uncommon</b>  |           |   |
| Name:          | Maid of Honor/Woman of Valor   | Name:     | Settler's Militia   |
| Cost:          | XWW  | Cost:     | XR  |
| Setting:       | WI   | Setting:  | WI  |
| Color:         | W  | Color:    | R   |
| Intent:        | To honor womanhood (and pay homage to <i>The Chosen/The Holy Bible</i> ).  | Intent:   | The people of the frontier are ready to rumble.   |
| Location:      | A camp or homestead.   | Location: | A town by a mountain pass.  |
| Action:        | Three women (one warning a child who has climbed up a log, one playing with a dog, and another telling two girls something) catch some rays outside. | Action:   | The militia runs to gather their weapons and report for duty at a distant sign of trouble or the call of a bugle.   |
| Focus:         | The women of the prairie.  | Focus:    | Speed. These guys can really move.  |
| Mood:          | Honorific, even idyllic.   | Mood:     | Classic, somewhat rambunctious and free, but mildly threatening.  |
| Type:          | Creature-Human   | Type:     | Creature-Human Merfolk Orc Goblin Vampire Soldier   |
| SPCL:          | Renown 2, Support X. Creatures you control with +1/+1 counter(s) have convert.   | SPCL:     | Haste. If X is four or more, Militia may fight target creature as it enters the battlefield. Gets +0/+1 for each land type among lands you control. Enters the battlefield with X +1/+0 counters. |
| FLVR:          | Who can find? (See Proverbs 31:10).  | FLVR:     | Warriors and fighters from all walks of life, they won't let unwelcome strangers tread all over their towns.  |
| P/T:           | 1/3  | P/T:      | 1/2   |

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| Name:     | Lawful Persecutor  | Name:     | Sun Coast Slavers   |
| Cost:     | 1BBB   | Cost:     | Bb/r  |
| Setting:  | WI   | Setting:  | WI  |
| Color:    | B  | Color:    | BR  |
| Intent:   | She hunts because the people cry for the blood of criminals. She hauls them in regularly.  | Intent:   | Featured in Takers/Slavers, these people make a business of abuse, treachery, and disregard for life. |
| Location: | A foggy thicket or murky bayou (in which case she paddles a canoe).  | Location: | A tropical area of the Sun Coast.   |
| Action:   | Depends on the location. Probably hauling in a body.   | Action:   | Trafficking in slaves.  |
| Focus:    | This vampress doesn't work alone, but we can't tell what is supporting her. Maybe Azor's symbol (see the Azorious watermark from <i>Ravnica</i> sets).   | Focus:    | Contrast between "property" and people.   |
| Mood:     | Efficiency.  | Mood:     | Somber  |
| Type:     | Creature-Vampire Ranger  | Type:     | Creature-Human Vampire  |
| SPCL:     | When Lawful Persecutor enters the battlefield, create two weapon tokens (weapon tokens are Artifact-Equipment tokens with Equip 1 and Equipped creature gets +1/+0). Other creatures you control get +0+1. | SPCL:     | 6BR-gain control of target creature until end of turn. Sacrifice it after combat. Menace              |
| FLVR:     | "If one of the muskets is justice, what do you suppose he calls the other one?"  | FLVR:     | How can such ugly people live in such a beautiful place?  |
| P/T:      | 2/3  | P/T:      | 3/1   |
|           |  |           |   |
| Name:     | Spark Igniter  | Name:     | Wall of Carriages   |
| Cost:     | XRR  | Cost:     | 2Ur/w   |
| Setting:  | WI   | Setting:  | WI  |
| Color:    | R  | Color:    | RWU   |

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| Intent:   | This is the lightning hitting the key moment for people on Ixalan, except the scientist vanish and the lightning continues to strike.   | Intent:   | Crossing these modern roads can be dangerous, especially when in a hurry.   |
| Location: | A tornado is ripping up the fields below, but this cabin in the hills is shaking with excitement, not fear.   | Location: | A wide, busy street full of carriages going back and forth.   |
| Action:   | A device with a crystal throbs with energy outside of the cabin, too big to fit inside.   | Action:   | A young person looks to cross the street with buildings, carriages, horses, and drivers towering over them.   |
| Focus:    | The couple who appear to have invented it.  | Focus:    | The young person.   |
| Mood:     | Electric. Ha-ha. Ecstatic.  | Mood:     | Daunting  |
| Type:     | Artifact  | Type:     | Creature-Wall   |
| SPCL:     | Spark Igniter enters the battlefield with X spark counters. Remove a spark counter to deal 2 damage to any permanent. Activate only once per turn. Remove X spark counters to grant haste and +1/+0 to X creatures and deal 1 damage to each of X creatures. (Tap) add a spark counter. Spark Igniter does not untap during your untap step. When a creature card is exiled (from the graveyard, hand, or battlefield) sacrifice Spark Igniter. | SPCL:     | Defender. Trample, Intimidate. 2: Wall of Carriages loses defender until end of turn. If you control a legendary permanent or cast a legendary spell, Wall of Carriages becomes the color of your choice until end of turn. |
| FLVR:     | Without the Immortal Sun, many discovered that their yearnings for distant worlds could be fulfilled.   | FLVR:     | "A girl likes to be crossed a little in love now and then. It is something to think of." —Jane Austen   |
| P/T:      |   | P/T:      | 3/4   |
| Name:     | Polyraptor Pack   | Name:     | Jungle Warrior  |
| Cost:     | 1GG   | Cost:     | Gu/b  |
| Setting:  | WI  | Setting:  |   |
| Color:    | G   | Color:    |   |



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| Intent:   | There are only a few dinosaurs left, and this group won't go down easy.   | Intent:   |                        |
| Location: | Some creature is surrounded, a single tree is visible (probably just the trunk) and the ground is dry, perhaps reddish brown under the shade.   | Location: |                        |
| Action:   | Seven or more of the same raptor advancing toward the viewer, totally in synch. If there's enough room another raptor might leer over the victim, giving the sense that this poor unfortunate thing has been knocked prone. | Action:   |                        |
| Focus:    | The uncanny synchrony of the beasts.  | Focus:    |                        |
| Mood:     | This isn't kill or be killed. It's simply be killed.  | Mood:     |                        |
| Type:     | Creature-Dinosaur   | Type:     | Creature-Human Warrior |
| SPCL:     | Haste. Polyraptor Pack must attack each turn if able. When Polyraptor Pack enters the battlefield and at the beginning of your upkeep, it fights target creature.   | SPCL:     | Trample                |
| FLVR:     | What will they hunt when no dinosaurs are left but them?  | FLVR:     |                        |
| P/T:      | 4/3   | P/T:      | 3/1                    |
|           |   |           |                        |
| Name:     | Capital Control   | Name:     | Jungle Tamer           |
| Cost:     | XXX   | Cost:     | g/ug/b                 |
| Setting:  | WI  | Setting:  |                        |
| Color:    | C   | Color:    |                        |
| Intent:   | Show the grandeur of the old continent, of Torrezon!  | Intent:   |                        |
| Location: | If Marseille and Venice were combined and the conquistadors returned their, this would be the place they return to.   | Location: |                        |

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| Action:   | A stream of workers, gold, ships, and dock hands pass a few aristocrats with unfurled scrolls and sheathed sabers. The city looms before them, and the palace sits atop a hill in the distance. | Action:   |   |
| Focus:    | The gold and goods seem to all be intended for the palace.  | Focus:    |   |
| Mood:     | Vintage (if that's a mood).   | Mood:     |   |
| Type:     | Artifact  | Type:     | Creature-Human Shaman                                     |
| SPCL:     | Draw X cards, create X weapon tokens, and gain X life. If another player controls more permanents than you, create X treasure tokens under their control.                                       | SPCL:     | When Jungle Tamer enters the battlefield, scry 1. Wither. |
| FLVR:     | You need more than gold to make the rules.  | FLVR:     |   |
| P/T:      |   | P/T:      | 2/2   |
|           |   |           |   |
| Name:     | Crafting Shop   | Name:     | Kill to Grow  |
| Cost:     | 1   | Cost:     | G   |
| Setting:  | WI  | Setting:  |   |
| Color:    | C   | Color:    |   |
| Intent:   | Here's the other side of industry (as opposed to Capital Control).  | Intent:   |   |
| Location: | A shoemaker, smith, or carpenter.   | Location: |   |
| Action:   | An apprentice, a grandfather and a master are fashioning materials.   | Action:   |   |
| Focus:    | The interested face of the young one, the bright eyes of the grandfather, the intensity of the master.  | Focus:    |   |
| Mood:     | Mixed.  | Mood:     |   |
| Type:     | Artifact  | Type:     | Enchantment   |

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| SPCL:     | 2: Create 3 treasure tokens and tap a creature you control. Activate as a Sorcery once per turn. When three or more artifacts leave the battlefield, create a clue token (activate only once per turn). Whenever you draw a card during an opponents turn, create a food token. | SPCL:     | Whenever a Creature dies, add G, U or B to your mana pool.   |
| FLVR:     |   | FLVR:     | The real law of the jungle.  |
| P/T:      |   | P/T:      |  |
| Name:     | Enhanced Capture Sphere   | Name:     | Jungle Master  |
| Cost:     | 2U  | Cost:     | Gu/gb/g  |
| Setting:  | WI  | Setting:  |  |
| Color:    | U   | Color:    | Creature-Human Druid   |
| Intent:   | Make viewer feel pinned down.   | Intent:   |  |
| Location: | By a river.   | Location: |  |
| Action:   | Bright blue light wraps around a dinosaur's legs, accelerated by the creature's own movements.  | Action:   |  |
| Focus:    | The sound of the creature's cries seem muffled.   | Focus:    |  |
| Mood:     | Surprise or doused spirits.   | Mood:     |  |
| Type:     | Enchantment-Aura  | Type:     |  |
| SPCL:     | Flash. Enchant target creature. Tap enchanted creature. It does not untap during untap steps.   | SPCL:     | Whenever a creature dies put a +1/+1 counter on a creature you control. When Jungle Master enters the battlefield, he enters with a Mastery Counter. If you control three or more creatures you may remove the Mastery Counter. When you do, put a +1/+1 counter on each creature you control. If Jungle Master's power is 3 or greater it can only be blocked by creatures with flying or reach. If Jungle Master's toughness is 6 or more it has hexproof. |
| FLVR:     | "We've gotten better at restricting movement. Soon, we  | FLVR:     |  |

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|                 | won't need chains." —Marshall Cliffe   |           |   |
| P/T:            |  | P/T:      | 1/2   |
| <b>Rarities</b> | <b>Rare</b>  |           |   |
|                 | <b>Mythic Rare</b>   |           |   |
| Name:           | Wird Traveler*   | Name:     | Voracious Quicksand   |
| Cost:           | W  | Cost:     | 1Gu/b   |
| Setting:        | WI   | Setting:  |   |
| Color:          | W  | Color:    |   |
| Intent:         | Where would winged folk want to explore once the world got discovered? She pushes herself to see more of the sky.  | Intent:   |   |
| Location:       | A cold layer of the atmosphere.  | Location: |   |
| Action:         | The traveler clutches a map and mutters words of power, with a faint glow between her lips and the surface of map.   | Action:   |   |
| Focus:          | She's moving fast at a diagonal angle, either away from or toward the viewer. There are many tiny distant clouds.  | Focus:    |   |
| Mood:           | Much has been done, but much more can be accomplished.   | Mood:     |   |
| Type:           | Creature-Siren   | Type:     | Enchantment   |
| SPCL:           | Wird Traveler gets +1/+1 if you control a forest, +1/+1 if you control an island, +1+0 if you control a mountain, and +0/+1 if you control a swamp. If you control two or more non-basic lands, Wird Traveler gains indestructible and vigilance. If you control two or more plains, Wird Traveler gets lifelink. If you control five or more lands, creatures you control get +1/+0 and gain convert. | SPCL:     | Destroy target permanent. The permanent's controller may scry 1, then you may look at the top card of his or her library. Creatures your opponents control lose haste and cannot gain it. |
| FLVR:           |  | FLVR:     |   |

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| P/T:      | 1/1  | P/T:      |  |
| Name:     | Swashbuckling Legionnaire  | Name:     | Rangma River Guide   |
| Cost:     | 3U   | Cost:     | G  |
| Setting:  | WI   | Setting:  | WI   |
| Color:    | U  | Color:    | G  |
| Intent:   | After the Legion came to Ixalan, some returned fabulously wealthy. This is one of those, and his swagger is unmistakable.  | Intent:   |  |
| Location: | While crew members unload the ship the Swashbuckling Legionnaire embraces his bride.   | Location: |  |
| Action:   | The reunion of lovers. Some gasp while others swoon.   | Action:   |  |
| Focus:    | He hides a ring that we can see but she cannot.  | Focus:    |  |
| Mood:     | Elated.  | Mood:     |  |
| Type:     | Creature-Vampire Pirate  | Type:     | Creature-Human Ranger  |
| SPCL:     | Flash, choose two: counter target non-creature spell, draw a card, return target nonland permanent to its owner's hand, or put a land card from your graveyard or hand onto the battlefield. | SPCL:     | Islandwalk, Swampwalk, Forestwalk. If defending player has 10 or less life, Marang River Guide gets +2/+0. |
| FLVR:     | A life of crime appeals to even the most devoted servants of Dusk. Marriage may be his last crime, but it will be his most treasured.  | FLVR:     |  |
| P/T:      | 3/3  | P/T:      | 1/2  |
| Name:     | Timely Arrival   | Name:     | Animated Palace  |
| Cost:     | 1U   | Cost:     | 4UBG   |
| Setting:  | WI   | Setting:  |  |
| Color:    | U  | Color:    |  |
| Intent:   | Magic favors the helpless.   | Intent:   |  |

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| Location: | The Sun Coast or a temperate, basically Caribbean jungle.   | Location: |   |
| Action:   | Azor does his bidding with the clouds at times, and his form scares a pack of dinosaurs away from a non-human baby and other children.  | Action:   |   |
| Focus:    | The miraculous intervention of the Lawgiver.  | Focus:    |   |
| Mood:     | Breathtaking.   | Mood:     |   |
| Type:     | Instant   | Type:     | Artifact Creature-Elemental   |
| SPCL:     | Draw a card if you control a creature with the lowest power among creatures, or tied for it. Counter target spell unless an opponent pays X, where X is the greater of the number of cards in your hand, or types of lands among lands target player controls.    | SPCL:     | Trample, Hexproof, Reach, Vigilance. GGG: Animated Palace gains Indestructible until end of turn. |
| FLVR:     |   | FLVR:     |   |
| P/T:      |   | P/T:      | 8/7   |
|           |   |           |   |
| Name:     | The Chosen Few  | Name:     | Superior Struggle   |
| Cost:     | X3W   | Cost:     | UBG   |
| Setting:  | WI  | Setting:  |   |
| Color:    | W   | Color:    |   |
| Intent:   | Survivors are lucky, but that might not be why they survive.  | Intent:   |   |
| Location: | A disaster has occurred. You pick. It could be a housefire, a brushfire, a flood, an earthquake or eruption. Maybe a war. Regardless of what it is, three or four figures look at one another passively, still mourning their losses but grateful they are alive. | Location: |   |
| Action:   | Not much is going on, but there is tension.   | Action:   |   |

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|-----------|---|-----------|--|
| Focus:    | The survivors look at one another with new eyes, fresh with compassion.   | Focus:    |  |
| Mood:     | Bewilderment.   | Mood:     | Counter target spell. Multikicker 1: choose 1 for each time you paid the kicker cost. -You may draw and then discard a card. -Gain 3 life. -Return target card with CMC 3 or less from a graveyard to it's owners hand.    |
| Type:     | Sorcery   | Type:     | Instant  |
| SPCL:     | Destroy all creatures except those with (choose one) CMC X, pwr X, or tghns X. If X is three or greater, you may simply choose to save X permanents.  | SPCL:     |  |
| FLVR:     |   | FLVR:     |  |
| P/T:      |   | P/T:      |  |
| Name:     | Brute Squad   | Name:     | Jungle Fury  |
| Cost:     | XB  | Cost:     | 1Gu/gb/g   |
| Setting:  | WI  | Setting:  |  |
| Color:    | B   | Color:    |  |
| Intent:   | A simple show of force.   | Intent:   |  |
| Location: | A back alley, glass bottles everywhere.   | Location: |  |
| Action:   | A large group surrounds their victim, sneering.   | Action:   |  |
| Focus:    | The cornered young woman (vampire or otherwise) cowering with her back to us.   | Focus:    |  |
| Mood:     | Dark and leering.   | Mood:     |  |
| Type:     | Sorcery   | Type:     | Sorcery  |
| SPCL:     | Create a 4/4 red and black ogre creature token with trample if X is 5 or greater. Create a 2/2 black vampire token with vigilance and deathtouch if X is three or greater. Create X 1/1 red warrior creature tokens with menace. If X is zero, create a 1/2 black siren token with flying and lifelink. | SPCL:     | Until your next turn, target Creature gets +1/+1, gains Hexproof, Trample, Lifelink and Deathtouch. Also, Whenever a permanent enters or leaves the battlefield this turn, target player loses 2 life and you gain 2 life. |

|           |   |           |  |
|-----------|---|-----------|--|
| FLVR:     | "We want more! More, more, MORE!  | FLVR:     |  |
| P/T:      |   | P/T:      |  |
| Name:     | Siren Shadow Shaman   | Name:     | Tradesmen  |
| Cost:     | XXB   | Cost:     | w/g  |
| Setting:  | WI  | Setting:  | WI   |
| Color:    | B   | Color:    | WG   |
| Intent:   | Trouble.  | Intent:   | Show how each mana color lives off the land (farmers on the plains, woodsmen (loggers/hunters) in the forest, miners in the mountains, fishermen by water and merchants with the trappings of wealth). |
| Location: | A dark forest with a lake or river nearby.  | Location: | A market where the five have met to do business.   |
| Action:   | Many eyes peer down, hanging upside down from branches as a figure blocks your path.        | Action:   | Their interactions could parody the emotions from <i>Inside Out</i> , with a nervous merchant, a frustrated miner, a drenched fisherman, a happy farmer, and an aloof woodsman.                        |
| Focus:    | The silhouettes.  | Focus:    | Somehow they all work together honestly and build the frontier.  |
| Mood:     | No escape.  | Mood:     | Mixed  |
| Type:     | Creature-Siren Vampire Shaman   | Type:     | Creature-Human   |
| SPCL:     | Create X (X/1) bat creature token(s) with flying.   | SPCL:     | Haste, Defender. Tap to add one mana of any color to your mana pool.   |
| FLVR:     | We can't stomach water anymore, because there will always be darkness. Dusk is neverending. | FLVR:     | They all have their place, but ultimately it is at the head of their families.   |
| P/T:      | 3/2   | P/T:      | 0/1  |
| Name:     | Unbelievable Heart  | Name:     | Anyone, Seeker of the Lost   |
| Cost:     | 3R  | Cost:     | g/b2/u   |
| Setting:  | WI  | Setting:  | WI   |
| Color:    | R   | Color:    | GBU  |



|           |   |           |  |
|-----------|---|-----------|--|
| Intent:   | Show what determination can do.   | Intent:   | Anyone can't help but defend the innocent with his curse.  |
| Location: | A battlefield.  | Location: | A clearing on the Sun Coast.   |
| Action:   | A squad, heads ducked but eyes forward, advance across the field. One man has fallen but another pulses with orange light.  | Action:   | Anyone looks toward two merfolk and a charging snubhorn, launching a swirling bolt of green and black energy from his ribs at the dinosaur.  |
| Focus:    | A medic holding up one of his wounded comrades.   | Focus:    | The whole scene is chaotic, with the merfolk diving or crouching on either side and the snubhorn advancing with head lowered.  |
| Mood:     | Heroic.   | Mood:     | Tense  |
| Type:     | Enchantment-Aura<br>Kicker 1X: Put two plus X indestructible counters on creatures you control. Creatures you control with two or more counters get +1/+1. Whenever this creature becomes blocked, if you have less life than your opponent, this creature fights one of their creatures. | Type:     | Creature-Legendary Human Advisor   |
| SPCL:     | Kicker 1X: Put two plus X indestructible counters on creatures you control. Creatures you control with two or more counters get +1/+1. Whenever this creature becomes blocked, if you have less life than your opponent, this creature fights one of their creatures.                     | SPCL:     | Deathtouch, Reknown 1. When Anyone, Seeker of the Lost becomes reknowned, gain three life and draw a card. Remove a counter from Anyone, Seeker of the Lost: target creature gets -3/-1 until end of turn. |
| FLVR:     | THUMP-thump. THUMP-thump. THUMP-thump.  | FLVR:     | "Watch out."   |
| P/T:      |   | P/T:      | 2/1  |
| Name:     | Western Branch Dwellers of Deeprout   |           |  |
| Cost:     | G   |           |  |
| Setting:  | WI  |           |  |
| Color:    | G   |           |  |
| Intent:   | There are some guardians of rivers.   |           |  |

|           |   |  |  |
|-----------|---|--|--|
| Location: | A few leaves of the Deeprout tree conceal all but the heads or feet of a few members of a merfolk tribe.  |  |  |
| Action:   | The night has come and these sentries still watch, armed with spears and bows.  |  |  |
| Focus:    | The merfolk look somewhat unique in terms of dress, but much of the rest is the same as their eastern cousins.  |  |  |
| Mood:     | You've stumbled upon these people for the first time. Are they friend or foe? An unbroken silence stretches between you.  |  |  |
| Type:     | Creature-Merfolk Warrior  |  |  |
| SPCL:     | Western Branch Dwellers of Deeprout can't be blocked by more than one creature. Other creatures you control can only be blocked by creatures with flying or reach. 4G: Creatures you control with reach gain first strike and vice versa. |  |  |
| FLVR:     |   |  |  |
| P/T:      | 2/1   |  |  |
|           |   |  |  |
| Name:     | Eyes on the Skies   |  |  |
| Cost:     | 5G  |  |  |
| Setting:  | WI  |  |  |
| Color:    | G   |  |  |
| Intent:   | Something flying has been causing these folks trouble, and they've got help from all around to deal with it.  |  |  |
| Location: | WI  |  |  |
| Action:   | The frontier is full of all sorts of beasts. Between chupacabaras and pteradacyls, this group has learned to look to the horizon to safeguard their loved ones and possessions.   |  |  |

|           |   |  |  |
|-----------|---|--|--|
| Focus:    | A traveling band with wagons, a prize bull, and rifles held like babies.  |  |  |
| Mood:     | Jovial, but prepared.   |  |  |
| Type:     | Sorcery   |  |  |
| SPCL:     | Create five 1/1 green human marksmen tokens with reach and "this creature can only be blocked by CRTs with flying or reach. If W was spent to cast this spell, put a +1/+1 on up to two creatures. If U was spent, draw a card and untap two lands. If B was spent, put an intimidate counter on up to five creatures. If R was spent, create a 3/2 bull token with haste and "sacrifice this creature, create four food tokens." Kicker 1G: Destroy two target creatures with flying or up to five creatures you control each deal damage to their power to target creature or planeswalker. |  |  |
| FLVR:     |   |  |  |
| P/T:      |   |  |  |
| Name:     | Dusktooth   |  |  |
| Cost:     | 7   |  |  |
| Setting:  | WI  |  |  |
| Color:    | C   |  |  |
| Intent:   | What would an animated dinosaur be like? Terrifying. What if the last of the Legion of Dusk brought it back to life? You'd have a vampiric, darkly glorious pile of bones trying to slaughter the enemies of the queen.   |  |  |
| Location: | A cavern where outlaws might hide, along with a thirty-foot (9 meter) lizard or two.  |  |  |

|         |  |     |  |
|---------|--|-----|--|
| Action: | The Dusetooth is illuminated by torchlight and a campfire, and angered by the bullet holes in it's skull (both decades and seconds old).   |     |  |
| Focus:  | This creature puts the "terrible" in "terrible lizard," with an amalgamation of bones, vicious claws, and flecks of blood. It could have entire regions of the skull covered in dry blood. |     |  |
| Mood:   | Horror   |     |  |
| Type:   | Creature-Dinosaur Golem  |     |  |
| SPCL:   | Deathtouch, Cascade, Reach, Haste  |     |  |
| FLVR:   | "What'd we do to deserve this?"  |     |  |
| P/T:    |  | 6/5 |  |

### Stats Blocks Without Art Descriptions, Including Some Duplicates

|        |   |        |  |        |   |        |                      |        |  |
|--------|---|--------|--|--------|---|--------|----------------------|--------|--|
| Name : | Journeying Soldier  | Name : | Visionary  | Name : | Regal Sellsword   | Name : | Flight of Heliopteri | Name : | Daring Tactician   |
| Cost:  | W   | Cost:  | W  | Cost:  | 1W  | Cost:  | 2W                   | Cost:  | 2W   |
| Type:  | Creature-Human Soldier  | Type:  | Creature-Human   | Type:  | Creature-Vampire Knight   | Type:  | Creature-Dinosaur    | Type:  | Creature-Siren Advisor   |
| SPCL : | If you control another land type among lands, Journeying Soldier gets +0/+1 | SPCL : | Convert (Deal damage to creatures in the form of -1/-1 counters. If a creature is reduced to zero power in this way and remains on the battlefield at the beginning of the next end step, gain control of that | SPCL : | Regal Sellsword enters the battlefield with your choice of a lifelink of vigilance counter. | SPCL : | Flying.              | SPCL : | Whenever Daring Tactician attacks, you may tap or untap up to one target creature. |

|        |  |        |   |        |   |        |   |        |  |
|--------|--|--------|---|--------|---|--------|---|--------|--|
|        |  |        | creature. Remove all -1/-1 counters from it).   |        |   |        |   |        |  |
| FLV R: | Detailed-Geography                           | FLV R: |   | FLV R: |   | FLV R: |   | FLV R: |  |
| P/T:   | 1/1  | P/T:   | 1/1   | P/T:   | 2/2   | P/T:   | 3/2   | P/T:   | 3/2  |
| Name : | Glory Bound Marshals                         | Name : | Solemn Assembly   | Name : | Simply Unfair Kindness  | Name : | Banishment  | Name : | Endless Rally  |
| Cost:  | 2WW  | Cost:  | 4W  | Cost:  | W   | Cost:  | 2W  | Cost:  | 2WW  |
| Type:  | Creature-Orc<br>Goblin<br>Soldier<br>Captain | Type:  | Creature-Merfolk<br>Human   | Type:  | Sorcery   | Type:  | Enchantment   | Type:  | Instant  |
| SPCL : | Creatures you control with convert get +0/+1 | SPCL : | Convert, if you control a non-basic land, Solemn Assembly gets +1/+2. 1W: Solemn Assembly gets -1/+1 until end of turn. | SPCL : | Multikicker W, Gain two life and two more for each time the kicker cost was paid. Exile Simply Unfair Kindness. | SPCL : | Exile target nonland permanent until Banishment leaves the battlefield. | SPCL : | Creatures you control gain indestructible until end of turn. Untap them. |
| FLV R: |  | FLV R: |   | FLV R: |   | FLV R: |   | FLV R: |  |
| P/T:   | 4/4  | P/T:   | 3/3   | P/T:   |   | P/T:   |   | P/T:   |  |
| Name : | Patrolling Blackguard                        | Name : | Drifter   | Name : | Seekers of Truth  | Name : | Quarreling Archmages  | Name : | Binding Regulations  |
| Cost:  | 1U   | Cost:  | UU  | Cost:  | 3U  | Cost:  | 4U  | Cost:  | U  |
| Type:  | Creature-Vampire<br>Knight                   | Type:  | Creature-Siren<br>Druid   | Type:  | Creature-Goblin Orc<br>Human  | Type:  | Creature-Siren<br>Human<br>Wizard                                       | Type:  | Sorcery  |

|           |   |           |  |           |   |           |  |           |   |
|-----------|---|-----------|--|-----------|---|-----------|--|-----------|---|
| SPCL<br>: | U: Patrolling Blackguard gets +1/-1 until end of turn. Activate only once each turn.                                      | SPCL<br>: | Flying                                       | SPCL<br>: | Convert   | SPCL<br>: | Multikicker<br>U: Return a creature with power 4 or less to their owner's hand for each time you paid the kicker cost. | SPCL<br>: | Until your next turn, playing a land costs 1 and any spell your opponent casts during your turn costs 1 more to cast.     |
| FLV<br>R: |   | FLV<br>R: |  | FLV<br>R: | They poured over volume after volume, searching for greater knowledge. Once they found it, they began to share, and knowledge multiplied. | FLV<br>R: |  | FLV<br>R: | Every boat has to be tied forward and aft, even if you don't have two ropes. The town has many shorter ropes and tempers. |
| P/T:      | 2/3   | P/T:      | 2/1  | P/T:      | 3/3   | P/T:      | 4/4  | P/T:      |   |
| Name<br>: | Foresight   | Name<br>: | Tradewind Bounty                             | Name<br>: | Contingency Plan  | Name<br>: | Bound to the Sea   | Name<br>: | Swept Up in Conversation  |
| Cost:     | U   | Cost:     | 2U   | Cost:     | 2U  | Cost:     | 5U   | Cost:     | 6U  |
| Type:     | Instant   | Type:     | Sorcery                                      | Type:     | Instant   | Type:     | Enchantment-Aura   | Type:     | Instant   |
| SPCL<br>: | Draw a card. If Foresight resolves during an opponent's turn, up to one target creature gains hexproof until end of turn. | SPCL<br>: | Create a clue, a food, and a treasure token. | SPCL<br>: | Counter target spell.   | SPCL<br>: | Enchanted creature gets -5/-0. Other creatures that player controls get -1/-0.   | SPCL<br>: | Return all (Choose two): Creatures, artifacts, enchantments, or planeswalkers an opponent controls to their hand.         |
| FLV<br>R: |   | FLV<br>R: |  | FLV<br>R: |   | FLV<br>R: | "Brandy, you're a fine girl . . ." —   | FLV<br>R: |   |

|        |  |        |   |        |  |        |   |        |   |
|--------|--|--------|---|--------|--|--------|---|--------|---|
|        |  |        |   |        |  |        | Looking Glass   |        |   |
| P/T:   |  | P/T:   |   | P/T:   |  | P/T:   |   | P/T:   |   |
| Name : | Starved Citizens   | Name : | Plantation Mogul  | Name : | Desperate Duelists   | Name : | Death-obsessed Drunkard   | Name : | Merfolk Brigand   |
| Cost:  | B  | Cost:  | 1B  | Cost:  | 2B   | Cost:  | 3B  | Cost:  | 3B  |
| Type:  | Creature-Human Peasant   | Type:  | Creature-Vampire Noble  | Type:  | Creature-Orc Goblin Soldier  | Type:  | Creature-Siren  | Type:  | Creature-Merfolk Berserker  |
| SPCL : | Target opponent creates a food token. If you do not control an artifact at the end of your opponent's turn, and your opponent does, create a food token. Whenever an artifact leaves the battlefield, Starved Citizens gets +1/+0. | SPCL : | If you control another creature, creatures you control get -1/-0. | SPCL : | Double Strike, 4BB gain protection against any nonblack color until end of turn. | SPCL : | Multikicker B. When Death-obsessed Drunkard enters the battlefield, put X Delirium counters on it, where X is the cost paid to kick. When it dies, remove those counters, draw X cards and lose X life. | SPCL : | Merfolk Brigand gets +0/+1 for every basic land type among lands you control, and an additional +0+1 if you control a non-basic land. If you control more lands than your opponent(s), Merfolk Brigand gets intimidate. |
| FLV R: |  | FLV R: |   | FLV R: |  | FLV R: |   | FLV R: |   |
| P/T:   | 1/1  | P/T:   | 3/3   | P/T:   | 1/2  | P/T:   | 3/4   | P/T:   | 5/2   |
| Name : | Mortemosauros  | Name : | Miser's Warning   | Name : | Victimize  | Name : | Dread Glaive  | Name : | Wave of Wickedness  |
| Cost:  | 5BB  | Cost:  | 1B  | Cost:  | 3B   | Cost:  | 4B  | Cost:  | 4BB   |
| Type:  | Creature-Dinosaur  | Type:  | Enchantment-Aura  | Type:  | Instant  | Type:  | Sorcery   | Type:  | Sorcery   |

|           |                                  |           |   |           |  |           |   |           |   |
|-----------|----------------------------------|-----------|---|-----------|--|-----------|---|-----------|---|
| SPCL<br>: | Flying,<br>deathtouch            | SPCL<br>: | Enchanted<br>creature<br>gets +2/+1<br>and B: gain<br>menace<br>until end of<br>turn. When<br>Miser's<br>Warning<br>enters the<br>battledfield<br>, create a<br>Treasure<br>Token. If<br>enchanted<br>creature is<br>two or<br>more<br>colors, it<br>gets -2/-1<br>instead. | SPCL<br>: | Deal four<br>damage to<br>any target.<br>Gain two<br>life.   | SPCL<br>: | Destroy<br>target<br>creature.<br>Other<br>creatures<br>with the<br>same name<br>get -1/-1<br>until your<br>next turn.  | SPCL<br>: | Until your<br>next turn,<br>creatures<br>cannot<br>block.<br>Creatures<br>with<br>defender<br>lose<br>defender.<br>You may<br>distribute<br>three -1/-1<br>counters<br>between<br>one, two, or<br>three<br>creatures. |
| FLV<br>R: |                                  | FLV<br>R: |   | FLV<br>R: |  | FLV<br>R: |   | FLV<br>R: |   |
| P/T:      | 5/7                              | P/T:      |   | P/T:      |  | P/T:      |   | P/T:      |   |
| Name<br>: | Ardent<br>Supporter              | Name<br>: | Unpainted<br>Savage   | Name<br>: | Marauding<br>Band  | Name<br>: | Crimson-<br>scale<br>Ravager  | Name<br>: | Havoc Duo   |
| Cost:     | R                                | Cost:     | 1R  | Cost:     | 2R   | Cost:     | 3R  | Cost:     | 4RR   |
| Type:     | Creature-<br>Goblin<br>Mercenary | Type:     | Creature-<br>Orc<br>Berserker   | Type:     | Creature-<br>Siren<br>Human<br>Merfolk   | Type:     | Creature-<br>Dinosaur   | Type:     | Creature-<br>Vamprie<br>Orc   |
| SPCL<br>: | Haste                            | SPCL<br>: | First Strike  | SPCL<br>: | At the<br>beginning<br>of combat<br>on your<br>turn, if you<br>control<br>more<br>creatures<br>than<br>defending<br>player,<br>creatures<br>you control<br>gain<br>menace<br>until end of<br>turn. | SPCL<br>: | Multikicker<br>2R<br>distribute<br>three +1/+1<br>counters as<br>you choose.<br>When<br>Crimson-<br>scale<br>Dragon<br>attacks<br>alone, it<br>gains<br>flying. | SPCL<br>: | Trample, As<br>long as you<br>control two<br>or more<br>creatures,<br>another<br>creature gets<br>+2/+0   |



|        |  |        |   |        |  |        |   |        |  |
|--------|--|--------|---|--------|--|--------|---|--------|--|
| FLV R: |  | FLV R: |   | FLV R: |  | FLV R: |   | FLV R: |  |
| P/T:   | 1/2  | P/T:   | 2/2   | P/T:   | 4/1  | P/T:   | 4/2   | P/T:   | 5/4  |
| Name : | Feint  | Name : | Firing Line   | Name : | Rebel Warcry   | Name : | Enticing Trap   | Name : | Explosive Blast  |
| Cost:  | 0  | Cost:  | 1R  | Cost:  | 2R   | Cost:  | 3R  | Cost:  | 3RR  |
| Type:  | Sorcery  | Type:  | Instant   | Type:  | Sorcery  | Type:  | Enchantment   | Type:  | Sorcery  |
| SPCL : | Target creature you control and target creature you don't control each get +1/-1 until end of turn. Exile Feint. Feint is red. | SPCL : | Deal three damage divided as you choose among up to X targets, where X is the number of creatures and/or artifacts you control. | SPCL : | Discard up to three cards. Draw that many cards. You may put a land card from your hand onto the battlefield tapped. | SPCL : | Flash, target creature cannot block and must attack until the next turn.                                      | SPCL : | Deal 7 damage to target creature or planeswalker. If you control an artifact, create a clue. |
| FLV R: |  | FLV R: |   | FLV R: |  | FLV R: |   | FLV R: |  |
| P/T:   |  | P/T:   |   | P/T:   |  | P/T:   |   | P/T:   |  |
| Name : | Faithful Wardens   | Name : | Wisefolk Council  | Name : | Orcish Archer  | Name : | Enlightened Seeker  | Name : | Hunting Party  |
| Cost:  | 4G   | Cost:  | G   | Cost:  | 1G   | Cost:  | 1G  | Cost:  | 2G   |
| Type:  | Creature-Merfolk Orc Human Warrior   | Type:  | Creature-Vampire Siren Goblin   | Type:  | Creature-Orc Archer  | Type:  | Creature-Merfolk Shaman Monk  | Type:  | Creature-Human   |
| SPCL : | Vigilance, Reach   | SPCL : | Draw a card. If you have more cards in hand than your opponent, Wisefolk Council gets +1/+0                                     | SPCL : | Reach, If you control more permanents than another player, Orcish Archer gets +0/+1                                  | SPCL : | Convert, Multikicker G: X creatures gain haste until end of turn, where X is equal to the number of times you | SPCL : | Whenever Hunting Party deals combat damage to a player, draw a card.                         |

|        |                         |        |  |        |   |        |  |        |   |
|--------|-------------------------|--------|--|--------|---|--------|--|--------|---|
|        |                         |        |  |        |   |        | paid this cost.  |        |   |
| FLV R: |                         | FLV R: |  | FLV R: |   | FLV R: |  | FLV R: |   |
| P/T:   | 4/5                     | P/T:   | 0/1  | P/T:   | 2/2   | P/T:   | 3/2  | P/T:   | 3/3   |
| Name : | Bloodied Orc            | Name : | Mighty Foot Clan   | Name : | Retrace Steps   | Name : | Mournful Wailing   | Name : | Swift Duel  |
| Cost:  | 3G                      | Cost:  | 5G   | Cost:  | 0   | Cost:  | 3G   | Cost:  | 3GG   |
| Type:  | Creature: Orc Berserker | Type:  | Creature-Orc Merfolk Peasant   | Type:  | Instant   | Type:  | Enchantment  | Type:  | Sorcery   |
| SPCL : | Trample                 | SPCL : | Convert, If a land entered the battlefield this turn, Mighty Foot Clan may get -1/+1 until your next turn. | SPCL : | This card is green. Reveal the top three cards of each players library. Choose one: Each player may rearrange those cards or Each player rearranges the cards of another player. Exile Retrace Steps. | SPCL : | Destroy target noncreature permanent. Sacrifice Mournful Wailing, choose one: Scry 2 or Exile all cards from graveyards. | SPCL : | Target nonartifact creature you control gets +2/+0 and deals damage equal to its power to target creature an opponent controls. |
| FLV R: |                         | FLV R: |  | FLV R: | "They say patience grows like tree rings, but it only ever grows around people."  | FLV R: | This suffering has to end.   | FLV R: |   |
| P/T:   | 4/3                     | P/T:   | 5/6  | P/T:   |   | P/T:   |  | P/T:   |   |

|        |  |        |   |        |  |        |  |        |  |
|--------|--|--------|---|--------|--|--------|--|--------|--|
|        |  |        |   |        |  |        |  |        |  |
| Name : | Confiscation Device  | Name : | Demolition Equipment  | Name : | Canoe  | Name : | Smokebomb  | Name : | Reinforced Wall  |
| Cost:  | 2  | Cost:  | 4   | Cost:  | 0  | Cost:  | 4  | Cost:  | 6  |
| Type:  | Artifact   | Type:  | Artifact  | Type:  | Artifact-Vehicle   | Type:  | Artifact   | Type:  | Artifact Creature  |
| SPCL : | Choose one: Destroy target artifact or Gain control of target artifact token | SPCL : | Choose one: Destroy target land or Search your library for up to two basic lands. Put one on the battlefield tapped and the other into your hand. | SPCL : | Crew X. Until end of turn, Canoe becomes an X/X artifact creature with islandwalk.       | SPCL : | Sacrifice smoke bomb. Choose one: Attacking creatures become blocked this turn OR target creature cannot be blocked until end of turn. | SPCL : | Defender, Kicker X Put X +1/+1 counters on target creature. Untapped creatures get +0/+1. Reinforced Wall can block up to three creatures. |
| FLV R: |  | FLV R: |   | FLV R: | The most ordinary activity becomes extraordinary just by doing it with the right person. | FLV R: | "Now you see me..."  | FLV R: |  |
| P/T:   |  | P/T:   |   | P/T:   | */*  | P/T:   |  | P/T:   | 2/7  |
|        |  |        |   |        |  |        |  |        |  |
| Name : | Tradesmen  | Name : | Messenger   | Name : | Shardglass Informant   | Name : | Anyone's Courier   | Name : | Stashed Loot   |
| Cost:  | w/g  | Cost:  | r/wU  | Cost:  | r/b  | Cost:  | u/gB   | Cost:  | 2  |
| Type:  | Creature-Human   | Type:  | Creature-Human  | Type:  | Creature-Human   | Type:  | Creature-Human   | Type:  | Artifact   |

|           |  |           |   |           |  |           |  |           |   |
|-----------|--|-----------|---|-----------|--|-----------|--|-----------|---|
| SPCL<br>: | Haste, Defender. Tap to add one mana of any color to your mana pool.           | SPCL<br>: | Vigilance, Haste. Tap, target creature gets +1/+1. Whenever Messenger blocks, discard a card and draw a card. Whenever Messenger attacks, scry 1. | SPCL<br>: | Haste, Intimidate. If you control more artifacts than an opponent, whenever Shardglass Informant taps, it gets +1/+0. Whenever an artifact under your control leaves the battlefield, put a +1/+1 counter on Shardglass Informant. | SPCL<br>: | Haste. Tap to grant deathtouch to target creature until end of turn. | SPCL<br>: | Stashed loot enters the battlefield with two loot counters. Tap to remove a loot counter and put a +1/+1 counter on target creature or add one mana of any color to your mana pool. |
| FLV<br>R: | They all have their place, but ultimately it is at the head of their families. | FLV<br>R: | Careful who you shoot in the night.   | FLV<br>R: |  | FLV<br>R: |  | FLV<br>R: |   |
| P/T:      | 0/1  | P/T:      | 1/2   | P/T:      |  | P/T:      | 2/2  | P/T:      |   |
|           | <b>Uncommon to the right and below</b>   |           |   |           |  |           | <b>Rare to the right and below</b>                                   |           |   |
| Name<br>: | Maid of Honor/Woman of Valor   | Name<br>: | Gallant Rider   | Name<br>: | Tactical Decision  | Name<br>: | Shield of Faith  | Name<br>: | The Chosen Few  |
| Cost:     | XWW  | Cost:     | 4WW   | Cost:     | 1W   | Cost:     | WW   | Cost:     | X3W   |
| Type:     | Creature-Human   | Type:     | Creature-Human Peasant  | Type:     | Instant  | Type:     | Artifact-Equipment   | Type:     | Sorcery   |

|           |   |           |  |           |   |           |   |           |   |
|-----------|---|-----------|--|-----------|---|-----------|---|-----------|---|
| SPCL<br>: | Reknown 2,<br>Support X.<br>Creatures<br>you control<br>with +1/+1<br>counter(s)<br>have convert. | SPCL<br>: | Explore.<br>When<br>Gallant<br>Rider<br>enters the<br>battlefield,<br>draw a<br>card; if you<br>scried this<br>turn, draw<br>an<br>additional<br>card. 6W:<br>Creatures<br>with power<br>Y (where<br>Y is a<br>number of<br>your<br>choice)<br>gain<br>intimidate. | SPCL<br>: | Choose<br>one:<br>Regenerate<br>target<br>creature. It<br>gains<br>lifelink<br>until end of<br>turn and<br>you draw a<br>card OR<br>Tap or<br>untap target<br>creature,<br>another<br>creature<br>gains<br>double<br>strike and<br>vigilance<br>until end of<br>turn.<br>Entwine<br>1RU | SPCL<br>: | Equip 4.<br>Creatures<br>you control<br>gain<br>convert.<br>Equipped<br>creature<br>gets +1/+3,<br>can't be<br>converted,<br>and has<br>ward 3. | SPCL<br>: | Destroy all<br>creatures<br>except those<br>with<br>(choose<br>one) CMC<br>X, pwr X, or<br>tghns X. If<br>X is three or<br>greater, you<br>may simply<br>choose to<br>save X<br>permanents. |
| FLV<br>R: | Who can<br>find?  | FLV<br>R: | A ride to<br>end all<br>rides is all<br>he has to<br>give.   | FLV<br>R: | When,<br>where,<br>how, and<br>what?<br>These are<br>the<br>questions<br>on the<br>tacticians<br>mind. They<br>know their<br>"why."   | FLV<br>R: |   | FLV<br>R: |   |
| P/T:      | 1/3   | P/T:      | 3/3  | P/T:      |   | P/T:      |   | P/T:      |   |
| Name<br>: | Typhoon<br>Elemental  | Name<br>: | Enhanced<br>Capture<br>Sphere  | Name<br>: | Mana<br>Flood   | Name<br>: | Pirate Clan   | Name<br>: | The Far<br>Reaches of<br>the Wind   |
| Cost:     | 3U  | Cost:     | 2U   | Cost:     | XU  | Cost:     | 4U  | Cost:     | U   |
| Type:     | Creature-<br>Elemental  | Type:     | Enchanme<br>nt-Aura  | Type:     | Instant   | Type:     | Creature-<br>Human<br>Siren Orc<br>Goblin   | Type:     | Enchantmen<br>t   |

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| SPCL<br>: | Typhoon Elemental's power is equal to the number of islands in play. It's toughness is equal to the number of land types among lands you and target opponent control. Scry 1 when Typhoon Elemental leaves the battlefield. | SPCL<br>: | Flash. Enchant target creature. Tap enchanted creature. It does not untap during untap steps. | SPCL<br>: | Target creature's power or toughness becomes X+1 until end of turn and gains flying or haste* (*haste can only be granted if blue was not the only color of mana used to cast Mana Flood. | SPCL<br>: | When Pirate Clan enters the battlefield, create two treasure tokens. U: You may cast spells from an opponents graveyard, using mana as though it were any color. Pay this cost only with a treasure token. When you do, exile those spells. If there are three or more colors among permanents you control, creatures you control gain convert. | SPCL<br>: | Untapped islands you control are 0/3 creatures with defender, hexproof, and can't be converted. Whenever a non-basic land or legendary permanent enters the battlefield, they gain vigilance and base power 3. |
| FLV<br>R: |   | FLV<br>R: | "We've gotten better at restricting movement. Soon, we won't need chains." — Marshall Cliffe  | FLV<br>R: | Now THIS is power.  | FLV<br>R: | "Vagabonds, miscreants, and drifters. Few other words describe those who let greed dominate their senses." — Earl Blakely   | FLV<br>R: |  |
| P/T:      | */*   | P/T:      |   | P/T:      |   | P/T:      | 5/3   | P/T:      |  |
| Name<br>: | Lawful Persecuter   | Name<br>: | Swamp King  | Name<br>: | Degeneration  | Name<br>: | Siren Shadow Shaman   | Name<br>: | Merfolk Warleader  |

|        |  |        |  |        |   |        |   |        |   |
|--------|--|--------|--|--------|---|--------|---|--------|---|
| Cost:  | 1BBB   | Cost:  | 4B   | Cost:  | X   | Cost:  | XXB   | Cost:  | 4BB   |
| Type:  | Creature-Vampire Ranger  | Type:  | Creature-Orc Berserker   | Type:  | Sorcery   | Type:  | Creature-Siren Vampire Shaman   | Type:  | Creature-Merfolk Ranger   |
| SPCL : | Create two weapon tokens (weapon tokens are Artifacts-Equipment tokens with Equip 1. Equipped creature gets +1/+0. Other creatures you control get +0+1. | SPCL : | Renown 3. When Swamp King becomes renowned, choose one: Create 3 treasure tokens OR Create 3 food tokens or Create 1 weapon token and 1 clue token | SPCL : | Each player discards X cards. If black mana was spent this way, create a clue, treasure, or weapon token. | SPCL : | Create X (X/1) bat creature token(s) with flying.   | SPCL : | Intimidate. Equipped creatures you control gain intimidate. Whenever an equipment enters the battlefield, creatures you control get +1/+1. Create three weapon tokens |
| FLV R: |  | FLV R: | A king can have anything he wants.   | FLV R: |   | FLV R: | We don't stomach water anymore, because there will always be darkness. Dusk is neverending. | FLV R: |   |
| P/T:   | 2/3  | P/T:   | 5/3  | P/T:   |   | P/T:   | 3/2   | P/T:   | 4/5   |
| Name : | Dinosaur Tamer   | Name : | Lava Gout  | Name : | Spark Igniter   | Name : | Hardened Mercenaries  | Name : | Unbelievable Heart  |
| Cost:  | 5RR  | Cost:  | R  | Cost:  | XRR   | Cost:  | R   | Cost:  | 3R  |
| Type:  | Creature-Siren Shaman  | Type:  | Instant  | Type:  | Artifact  | Type:  | Creature-Goblin Human   | Type:  | Enchantment-Aura  |

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| SPCL<br>: | Gain control of target CRTR until end of turn. Untap it. It gains haste. 1R Dinosaur Tamer gains flying until end of turn.      | SPCL<br>: | Deal 3 damage to target creature or player. If creatures you control have greater total power by two or more than target player, excess damage is dealt to another target. | SPCL<br>: | Spark Igniter enters the battlefield with X spark counters. Remove a spark counter to deal 2 damage to any permanent. Activate only once per turn. Remove X spark counters to grant haste and +1/+0 to X creatures and deal 1 damage to each of X creatures. (Tap) add a spark counter. Spark Igniter does not untap during your untap step. | SPCL<br>: | First Strike, Trample               | SPCL<br>: | Kicker 1X: Put two plus X indestructible counters on creatures you control. Creatures you control with two or more counters get +1/+1. Whenever this creature becomes blocked, if you have less life than your opponent, this creature fights one of their creatures. |
| FLV<br>R: | They say that siren feathers can convince anything to do anything for a time. 1R Dinosaur Tamer gains flying until end of turn. | FLV<br>R: |  | FLV<br>R: | Without the Immortal Sun, many discovered that their yearnings for distant worlds could be fulfilled.  | FLV<br>R: | "Musket or saber?"                  | FLV<br>R: |   |
| P/T:      | 4/3   | P/T:      |  | P/T:      |  | P/T:      | 2/1                                 | P/T:      |   |
| Name<br>: | Polyraptor Pack   | Name<br>: | Warrior of Improbable Odds   | Name<br>: | Barrel Troop Bombadiers  | Name<br>: | Western Branch Dwellers of Deeproot | Name<br>: | Mistless Ambush   |



|        |  |        |  |        |   |        |   |        |  |
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| Cost:  | 1GG  | Cost:  | 2G   | Cost:  | X3G   | Cost:  | G   | Cost:  | 4G   |
| Type:  | Creature-Dinosaur  | Type:  | Creature-Merfolk Monk  | Type:  | Sorcery   | Type:  | Creature-Merfolk Warrior  | Type:  | Enchantment  |
| SPCL : | Haste. When Polyraptor Pack enters the battlefield and at the beginning of your upkeep, it fights target creature. | SPCL : | Creatures you control get +1/+3 if a creature your opponent controls has toughness 5 or greater. 1: target creature an opponent controls gets +0/+1 until end of turn. | SPCL : | Create a 3/3 Green Dinosaur creature token with trample and X 2/1 green goblin creature tokens with hexproof. | SPCL : | Western Branch Dwellers of Deeproot can't be blocked by more than one creature. Other creatures you control can only be blocked by creatures with flying or reach. 4G: Creatures you control with reach gain first strike and vice versa. | SPCL : | Flash. Creatures you control get +2/+2, whenever a creature with pwr 4 or greater deals combat dmg to a player, draw a card. |
| FLV R: | What will they hunt when no dinosaurs are left but them?   | FLV R: |  | FLV R: |   | FLV R: |   | FLV R: |  |
| P/T:   | 4/3  | P/T:   | 2/3  | P/T:   |   | P/T:   | 2/1   | P/T:   |  |
| Name : | Crafting Shop  | Name : | Capital Control  | Name : | Potion of Extinction  | Name : | Dusktooth   | Name : | Vault of New Secrets   |
| Cost:  | 1  | Cost:  | XXX  | Cost:  | 3   | Cost:  | 7   | Cost:  | X  |
| Type:  | Artifact   | Type:  | Artifact   | Type:  | Artifact  | Type:  | Creature-Dinosaur Golem   | Type:  | Artifact   |

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| SPCL<br>: | 2, tap a creature you control: Create 3 treasure tokens. Activate as a Sorcery once per turn. Whenever three or more artifacts leave the battlefield, create a clue token. Whenever you draw a card during an opponents turn, create a food token. | SPCL<br>: | Draw X cards, create X weapon tokens, and gain X life. If another player controls more permanents than you, create X treasure tokens under their control. | SPCL<br>: | Put 3 -1/-1 counters on target creature. When it dies, it's controller discards a card.   | SPCL<br>: | Deathtouch, Cascade, Reach, Haste   | SPCL<br>: | X cannot be zero. Vault of New Secrets enters the battlefield along with X clue tokens. During each opponent's turn you do not take damage, target opponent loses 2 life. |
| FLV<br>R: |  | FLV<br>R: | You need more than gold to make the rules.  | FLV<br>R: |   | FLV<br>R: |   | FLV<br>R: |   |
| P/T:      |  | P/T:      |   | P/T:      |   | P/T:      | 6/5   | P/T:      |   |
|           | <b>Mythic to the right and below</b>   |           |   |           |   |           |   |           |   |
| Name<br>: | Wird Traveler  | Name<br>: | Ultimate Road to Peace  | Name<br>: | Orcish Canon Battery  | Name<br>: | Furious Jadefolk  | Name<br>: | Liberty's Flag  |
| Cost:     | W  | Cost:     | 3WW   | Cost:     | 1R  | Cost:     | 6R  | Cost:     | 1   |
| Type:     | Creature-Siren   | Type:     | Enchantment   | Type:     | Creature-Orc Artificer  | Type:     | Artifact  | Type:     | Artifact-Equipment  |
| SPCL<br>: | Wird Traveler gets +1/+1 if you control a forest, +1/+1 if you control an island, +1+0 if you control a mountain, and +0/+1 if you control a swamp. If you control   | SPCL<br>: | Whenever a creature you control leaves the battlefield, create an aura token attached to target creature an oppoent controls. It has "enchanted           | SPCL<br>: | Tap, exile a non-land card from your graveyard, sacrifice a mountain: deal 4 dmg to target player, or 5 to target creature or planeswalker. | SPCL<br>: | Creatures you control have first strike and haste. Tap, draw two cards, discard a card, untap all creatures you control. There is an additonal combat | SPCL<br>: | Equip 2Wu/r. Equiped creature gets double strike. Whenever equipped creature deals combat damage to a player, draw a card. As   |

|        |   |        |  |        |  |        |  |        |  |
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|        | two or more non-basic lands, World Traveler gains indestructible and vigilance. If you control two or more plains, World Traveler gets lifelink. If you control five or more lands, creatures you control get +1/+0 and gain convert. |        | creature cannot attack or block."  |        |  |        | phase this turn. Then put a +1/+1 counter on each creature you control during your end step and exile Furious Jadefolk.                        |        | long as equipped creature is tapped, creatures you control get +1/+0. As long as it's untapped, creatures your opponents control get -1/-0.      |
| FLV R: |   | FLV R: |  | FLV R: |  | FLV R: | Few people talk about the River Herald's violent past.   | FLV R: | Anyone can make a flag. Giving it meaning is the trade of standard bearers.  |
| P/T:   | 1/1   | P/T:   |  | P/T:   | 3/1  | P/T:   |  | P/T:   |  |
| Name : | Swashbuckling Legionaire  | Name : | Timely Arrival   | Name : | Steady Hand Survivor   | Name : | Eyes on the Skies  | Name : | Brute Squad  |
| Cost:  | 3U  | Cost:  | 1U   | Cost:  | 3G   | Cost:  | 5G   | Cost:  | XB   |
| Type:  | Creature-Vampire Pirate   | Type:  | Instant  | Type:  | Creature-Elemental   | Type:  | Sorcery  | Type:  |  |
| SPCL : | Flash, choose two: counter target non-creature spell, draw a card, return target nonland permanent to its owner's hand, or put a land card from your graveyard or   | SPCL : | Draw a card, counter target spell unless an opponent pays X, where X is the greater of the number of cards in your hand, or types of lands | SPCL : | When Steady Hand Survivor enters the battlefield or dies, you may look at the top six cards of your library, put a permanent card into | SPCL : | Create five 1/1 green human marksmen tokens with reach and "this creature can only be blocked by CRTRs with flying or reach. If W was spent to | SPCL : | Create a 4/4 red and black ogre creature token with trample if X is 5 or greater. Create a 2/2 black vampire token with vigilance and deathtouch |



|           |  |           |   |           |  |           |  |           |                      |
|-----------|--|-----------|---|-----------|--|-----------|--|-----------|----------------------|
| Name<br>: | Threat of Protection   | Name<br>: | Express Coach   | Name<br>: | Rebel Musket   | Name<br>: | Ceremonial Grounds                       | Name<br>: | Assembly Hall        |
| Cost:     | 2B   | Cost:     | 0   | Cost:     | 5  | Cost:     |  | Cost:     |                      |
| Type:     | Enchantment  | Type:     | Artifact-Vehicle  | Type:     | Artifact-Equipment   | Type:     | Land                                     | Type:     | Land                 |
| SPCL<br>: | Flash. Target creature gains protection from the color of your choice until end of turn. Whenever a creature you control dies, you may pay 1B. If you do, put an undying counter on another creature. Whenever a creature dies, create a treasure token. | SPCL<br>: | Crew 1 Express Coach and up to one other creature get Ward 1 until Express Coach leaves the battlefield. Another creature gains haste whenever Express Coach is crewed. | SPCL<br>: | Flash. Attach Rebel Musket to target creature when you cast it from your hand. Equip 2. Equipped creature gets +3/+1, reach, and vigilance. Whenever equipped creature blocks, if you control a forest or a non-basic land, it gains first strike until end of turn. | SPCL<br>: | Tap, add U, B, or G to your mana pool.   | SPCL<br>: | Tap, add R, W, or U. |
| FLV<br>R: | Even the worst people protect their own.   | FLV<br>R: | “We can take you anywhere, quickly. Protection's good too.”   | FLV<br>R: |  | FLV<br>R: | Where one temple stood, a new one rises. | FLV<br>R: |                      |
| P/T:      |  | P/T:      | 2/4   | P/T:      |  | P/T:      |  | P/T:      |                      |