Magic: the Translating

por Jorge Diz (@xurxodiz)

#valenguando · mayo 2015

Juegos de masacre

#MTGCHAMP
Slippery Bogle
Creature — Beast
Slippery Bogle can't be the target of spells or abilities your opponents control.
Bogles are very tasty if you can get the skin off. It's getting a blade on them that's the problem.
1/1
Slippery Bogle
Creature
Eventide
FINALS
DUKE LEADS 2-1
MAGIC The Gathering WORLD CHAMPIONSHIP
SHAHAR SHENHAR 5
14 REID DUKE
GATHERING 2013 WORLDS WEEK FINALS!
LEYLINE OF SANCTITY SHOWS UP IN TIME FOR DECIDING GAME

Protectora de esencia
Criatura — Chamán elfo
Siempre que otra criatura entre al campo de batalla, gana 1 vida.
"Cuantos más somos, más esperanzas tengo de que Volrath y su maldita fortaleza caigan al fin."
—Eladamri, señor de las frondas
Terese Nielsen
1/1

MAGIC
The Gathering™
DECKMASTER™

Banco de niebla
1
Criatura — Muro
Defensor, vuela.
Prevén todo el daño de combate que fuera a hacer y que se le fuera a hacer al Banco de niebla.
"La unión entre el cielo y el mar es el escondite perfecto".
—Talrand, invocador celeste
0/2
Howard Lyon
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撒拉天使
生物～天使
飞行（此生物只能被具飞行或
的生物阻挡。）
警戒（此生物攻击时不需横置
273/269 U
M15 • CS
Greg Staples
Serra Angel
3
esn't cause Serra Angel
gs more beautifully than
lus. Mark Zug
4/4
Angelo di Serra
3
Byoca Angelo
Volare
Non si TAPpa mai quando attacca.
Nato con ali di luce ed armato con la spada della Fede, questa creatura del Paradiso incarna sia la furia che la purezza.
Illus. Douglas Shuler
© 1994 Wizards of the Coast, Inc. Tutti i diritti riservati.
4/4

Avatar de la discordia

Goblin Kaboomist
1
Creature — Goblin Warrior
M15
At the beginning of your upkeep, put a colorless artifact token named Land Mine onto the battlefield with ", Sacrifice this artifact: This artifact deals 2 damage to target attacking creature without flying." Then flip a coin. If you lose the flip, Goblin Kaboomist deals 2 damage to itself.
Designed by Stone Librande
1/2
144/269 R
M15 • EN Kev Walker
™ & © 2014 Wizards of the Coast

Goblin Kaboom
Goblin-Bummspezialist
Kreatur — Goblin, Krieger
Bringe zu Beginn deines Versorgungssegments einen farblosen Artefaktspielstein namens Landmine ins Spiel mit „, opfere dieses Artefakt: Dieses Artefakt fügt einer angreifenden nichtfliegenden Kreatur deiner Wahl 2 Schadenspunkte zu.“ Wirf danach eine Münze. Falls du den Münzwurf verlierst, fügt der Goblin-Bummspezialist sich selbst 2 Schadenspunkte zu.
Nach einer Idee von Stone Librande
1/2
144/269 R
M15 • DE
Kev Walker
™ & © 2014 Wizards of the Coast

Goblin Cabumista
Boumiste gobelin
Créature : gobelin et guerrier
Au début de votre entretien, mettez sur le champ de bataille un jeton d'artefact incolore appelé Mine terrestre avec « , sacrifiez cet artefact : Cet artefact inflige 2 blessures à une créature attaquante sans le vol ciblée. » Jouez ensuite à pile ou face. Si vous perdez, le Boumiste gobelin s'inflige 2 blessures.
Conçue par Stone Librande
1/2
144/269 R
M15 • FR
Kev Walker
™ & © 2014 Wizards of the Coast

Goblin Kaboom
Goblin Cabumista
Artillero trasgo
Criatura — Guerrero trasgo
M15
Al comienzo de tu mantenimiento, pon en el campo de batalla una ficha de artefacto incoloro llamada Mina terrestre con ", sacrificar este artefacto: Este artefacto hace 2 puntos de daño a la criatura atacante objetivo sin la habilidad de volar". Después lanza una moneda a cara o cruz. Si pierdes el lanzamiento, el Artillero trasgo se hace 2 puntos de daño a sí mismo.
Diseñada por Stone Librande
1/2
144/269 R
M15 • SP
Kev Walker
™ & © 2014 Wizards of the Coast
Goblin-Bummspez
Kreatur — Goblin, Kri
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Nach einer Idee von Stone L
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Kev Walker
™ & © 2014 Wizards of the Coast
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M15
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u face. Si vous perdez, le
flige 2 blessures.
1/2
144/269 R
M15 • FR
Kev Walker
™ & © 2014 Wizards of the Coast

Spitting Image
4
Sorcery
Put a token into play that's a copy of target creature.
Retrace (You may play this card from your graveyard by discarding a land card in addition to paying its other costs.)
Spitting is the customary greeting between a creature and its magical impostor.
Jim Nelson
™ & © 1993-2008 Wizards of the Coast, Inc. 162/180

Immagine Sputata
4

Cuspido e Escarrado
4
Feitiço
Coloque uma ficha em jogo que seja uma cópia da criatura alvo.
Retraçar (Você pode jogar este card de seu cemitério descartando um card de terreno, além de pagar seus outros custos.)
Cuspir é a saudação habitual entre uma criatura e seu impostor mágico.
Jim Nelson

Portrait craché
4

Aus dem Gesicht geschnitten
4
Hexerei
Bringe einen Spielstein ins Spiel, der eine Kopie einer Kreatur deiner Wahl ist.
Zurückverfolgen (Du kannst diese Karte aus deinem Friedhof spielen, indem du zusätzlich zu ihren anderen Kosten eine Länderkarte aus deiner Hand abwirfst.)
Bespucken ist die normale Begrüßung zwischen einer Kreatur und ihrem magischen Ebenbild.
Jim Nelson

Immagine Sputata 4

Cuspido e Escarrac

Feitiço

Coloque uma ficha e
uma cópia da criatur

Retraçar *(Você pode jo*
cemitério descartando u
além de pagar seus out

Cuspir é a saudação ha
criatura e seu impostor

Jim Nelson

Imagen escupidora 4

Conjuro

Pon en juego una ficha que es una copia de la criatura objetivo.

Desandar. *(Puedes jugar esta carta desde tu cementerio descartando una carta de tierra además de pagar sus otros costes.)*

Escupir es el saludo acostumbrado entre una criatura y su impostor mágico.

Jim Nelson

Portrait craché 4

geschnitten 4

in ins Spiel, der eine
deiner Wahl ist.

kannst diese Karte aus
, indem du zusätzlich zu
ine Länderkarte aus deiner

ale Begrüßung zwischen
n magischen Ebenbild.

Jim Nelson

Ghost Quarter
Land
: Add 1 to your mana pool.
, Sacrifice Ghost Quarter: Destroy target land. Its controller may search his or her library for a basic land card, put it onto the battlefield, then shuffle his or her library.
Deserted, but not uninhabited.
Peter Mohrbacher
™ & © 1993-2011 Wizards of the Coast LLC 240/264

Quartiere Fantasma

Quartier fantôme
Terrain
: Ajoutez 1 à votre réserve.
, sacrifiez le Quartier fantôme : Détruisez le terrain ciblé. Son contrôleur peut chercher une carte de terrain de base dans sa bibliothèque, la mettre sur le champ de bataille et mélanger ensuite sa bibliothèque.
Désert, mais pas inhabité.
Peter Mohrbacher

Geisterviertel

Quarteirão Fantasma
Terreno
: Adicione 1 à sua reserva de mana.
, Sacrifique Quarteirão Fantasma: Destrua o terreno alvo. Seu controlador pode procurar um card de terreno básico no grimório dele, colocá-lo no campo de batalha e depois embaralhar o próprio grimório.
Deserto, mas não desabitado.
Peter Mohrbacher

Quartiere Fantasma
Quartier fantôme
Terrain
Désert, mais pas inhabité.
Peter Mohrbacher
Cuartel fantasmal
Tierra
: Agrega 1 a tu reserva de maná.
, sacrificar el Cuartel fantasmal: Destruye la tierra objetivo. Su controlador puede buscar en su biblioteca una carta de tierra básica, ponerla en el campo de batalla y luego barajar su biblioteca.
Abandonado, pero no deshabitado.
Peter Mohrbacher
Geisterviertel
Peter Mohrbacher

Sturmgeist
3
Creature — Spirit
Flying
Sturmgeist's power and toughness are each equal to the number of cards in your hand.
Whenever Sturmgeist deals combat damage to a player, draw a card.
Terese Nielsen
™ & © 1993–2011 Wizards of the Coast LLC 82/264
★/★

Sturmgeist
Creatura — Spirito
Volare
La forza e la costituzione
Sturmgeist sono pari al n
nella tua mano.
Ogniqualvolta lo Sturmg
danno da combattimento
tu peschi una carta.
Terese Nielsen
Sturmgeist
Criatura — Espírito
Voar
O poder e a resistência de Sturmgeist
são ambos iguais ao número de cards
em sua mão.
Toda vez que Sturmgeist causar dano de
combate a um jogador, compre um card.
Terese Nielsen
Sturmgeist
durance du Sturmgeist
gales au nombre de
e main.
ue le Sturmgeist inflige
combat à un joueur,
te.

Tormenta de geists
3
Criatura — Espíritu
Vuela.
Tanto la fuerza como la resistencia de la Tormenta de geists son iguales al número de cartas que haya en tu mano.
Siempre que la Tormenta de geists haga daño de combate a un jugador, roba una carta.
★/★
Terese Nielsen

Tormenta de geists
3
Criatura — Espíritu
Vuela.
Tanto la fuerza como la resistencia de la Tormenta de geists son iguales al número de cartas que haya en tu mano.
Siempre que la Tormenta de geists haga daño de combate a un jugador, roba una carta.
★/★
Terese Nielsen

Unwettergeist
3
Kreatur — Geist
Fliegend
Stärke und Widerstandskraft des Unwettergeists sind gleich der Anzahl der Karten auf deiner Hand.
Immer wenn der Unwettergeist einem Spieler Kampfschaden zufügt, ziehe eine Karte.
★/★
Terese Nielsen

Sturmgeist
Beschwörung eines Geistes
Fliegend
: Der Sturmgeist fügt einer Kreatur Deiner Wahl 2 Schadenspunkte zu.
"Kommt zu uns mit Deinem Blitz und Donner. Diene uns mit Deiner Stärke, vernichte unsere Feinde mit Deiner Macht."
— Steinar Eisfaust, Baldurvianischer Schamane
Illus. Pete Venters
3/3

Sturmgeist
Beschwörung eines Geistes
Fliegend
: Der Sturmgeist fügt einer Kreatur Deiner Wahl 2 Schadenspunkte zu.
"Kommt zu uns mit Deinem Blitz und Donner. Diene uns mit Deiner Stärke, vernichte unsere Feinde mit Deiner Macht."
—Steinar Eisfaust, Balduvianischer Schamane
Illus. Pete Venters
3/3

Storm Spirit
Summon Spirit
Flying
: Storm Spirit deals 2 damage to target creature.
"Come to us, with your lightning. Come to us, with your thunder. Serve us with your strength, and smite our foes with your power."
—Steinar Icefist, Balduvian Shaman
Illus. Pete Venters
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3/3

Aumentar la confusión

(Embestida)

Investida

Alesha's Vanguard
Creature — Orc Warrior
Dash 2 (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)
Boundaries drawn on maps or marked with stone have no meaning for the Mardu.
3/3
060/185 C
FRF • EN
Torstein Nordstrand
™ & © 2015 Wizards of the Coast

Vanguarda de Alesha
Criatura — Orc Guerreiro
Investida 2 (Você pode conjurar esta mágica pagando seu custo de investida. Se fizer isso, ela ganha ímpeto e é devolvida do campo de batalha para a mão de seu dono no início da próxima etapa final.)
As fronteiras desenhadas nos mapas ou marcadas com pedras não têm significado para os Mardu.
3/3
060/185 C
FRF • PT
Torstein Nordstrand
™ & © 2015 Wizards of the Coast

Lunge
2
Instant
Lunge deals 2 damage to target creature and 2 damage to target player.
Cho-Arrim righteousness was no match for Benalish combat training.
Illus. Dan Frazier
©1993-1999 Wizards of the Coast, Inc. 203/350

Investida
2
Mágica Instantânea
Investida causa 2 pontos de dano à criatura alvo e 2 pontos de dano ao jogador alvo.
A integridade dos Cho-Arrim não era páreo para o treinamento em combate dos Benalis.
Ilust. Dan Frazier

Clone
3
Creature — Shapeshifter
M14
You may have Clone enter the battlefield as a copy of any creature on the battlefield.
He knows your strengths, your weaknesses, and the shape of that unfortunate birthmark on your backside.
0/0
Kev Walker
™ & © 2013 Wizards of the Coast 47/249

Clon
3
Criatura — Metamorfo
M14
Puedes hacer que el Clon entre al campo de batalla como una copia de cualquier criatura en el campo de batalla.
Él conoce tus fuerzas, tus debilidades y la forma que tiene esa desafortunada marca de nacimiento que tienes en el trasero.
0/0
Kev Walker

Canyon Lurkers
4
Creature — Human Rogue
Morph 3 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)
The broken Qal Sisma foothills make poor terrain for cavalry, but a perfect setting for ambushes.
5/2
105/269 C
KTK • EN
Cynthia Sheppard
™ & © 2014 Wizards of the Coast

Acechadores del cañón
4
Criatura — Bribón humano
Metamorfosis 3. (Puedes lanzar esta carta boca abajo como una criatura 2/2 pagando 3. Ponla boca arriba en cualquier momento pagando su coste de metamorfosis.)
Las abruptas colinas de Qal Sisma son un terreno poco indicado para la caballería, pero un marco perfecto para las emboscadas.
5/2
105/269 C
KTK • SP
Cynthia Sheppard
™ & © 2014 Wizards of the Coast

Metamorphose
1
Instant
Put target permanent an opponent controls on top of its owner's library. That opponent may put an artifact, creature, enchantment, or land card from his or her hand into play.
If it's not one thing, it's another.
Illus. Ron Spencer

Woodland Changeling
1
Creature — Shapeshifter
Changeling (This card is every creature type at all times.)
Changelings cannot resist the draw of a new shape, even if doing so would be in their best interests.
2/2
Franz Vohwinkel

Cambiaformas del bosque
1
Criatura — Metamorfo
Cambiaformas. (Esta carta es de todos los tipos de criatura en todo momento.)
Los cambiaformas no pueden resistir la tentación de una nueva forma, incluso si hacerlo fuera lo mejor para ellos.
2/2

Aerie Bowmasters
Creature — Hound Archer
Reach (This creature can block creatures with flying.)
Megamorph 5 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)
3/4
170/264 C
DTK • EN
Matt Stewart
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Arqueros del nido
Criatura — Arquero perro
Alcance. (Esta criatura puede bloquear a criaturas con la habilidad de volar.)
Megametamorfosis 5. (Puedes lanzar esta carta boca abajo como una criatura 2/2 pagando 3. Ponla boca arriba en cualquier momento pagando su coste de megametamorfosis y pon un contador +1/+1 sobre ella.)
3/4
170/264 C
DTK • SP
Matt Stewart
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Acto de traición

Undo
1
Sorcery
Return two target creatures to their owner's hand. (You can't play this card unless you can choose two creatures in play.)
Illus. Terese Nielsen

Undo
1
Return two target creatures to their owner's hand. (You can't play this card unless you can choose two creatures in play.)
Illus. Terese Nielsen

Cancelar

Cancel
1
Instant
Counter target spell.
"Even the greatest inferno begins as a spark. And anyone can snuff out a spark."
—Chanyi, mistfire sage
033/269 C
KTK • EN
Slawomir Maniak
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Cancel
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Instant
Counter target spell.
"Even the greatest inferno begins as a spark. And anyone can snuff out a spark."
—Chanyi, mistfire sage
033/269 C
KTK • EN
Slawomir Maniak
™ & © 2014 Wizards of the Coast

Deshacer
1
Instantáneo
Contrarresta el hechizo objetivo.
"Incluso el mayor de los infiernos comienza con una chispa... y cualquiera puede sofocar una chispa".
—Chanyi, sabio nieblardiente
033/269 C
KTK • SP
Slawomir Maniak
™ & © 2014 Wizards of the Coast

Augur *il*-Vec
1
Creature — Human Cleric
Shadow *(This creature can block or be blocked by only creatures with shadow.)*
Sacrifice Augur *il*-Vec: You gain 4 life. Play this ability only during your upkeep.
"If it would end this exile, my life is yours."
1/3
Daren Bader
™ & © 1993–2007 Wizards of the Coast, Inc. 2/180

«Se desvanece»

Unmake
Instant
Remove target creature from the game.
A gwyllion's favorite trap is the vanity mirror. A bewitched piece of glass traps the looker's soul and does away with the body.
Steven Belledin
™ & © 1993–2008 Wizards of the

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Instant
Remove target creature from the game.
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Steven Belledin
™ & © 1993–2008 Wizards of the Coast

Desvanecer
Instantáneo
Remueve del juego la criatura objetivo.
Una de las trampas favoritas de las gwyllion es el espejo de la vanidad. Un trozo de vidrio embrujado atrapa el alma y libera el cuerpo.
Steven Belledin

Waning Wurm
3
Creature — Zombie Wurm
Vanishing 2 (This permanent comes into play with two time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)
7/6
Alan Pollack
™ & © 1993–2007 Wizards of the Coast, Inc. 83/165

«Desmaterializarse»

Dematerialize
3
Sorcery
Return target permanent to its owner's hand.
Flashback 5
(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Illus. Mike Ploog

Desmaterializarse

Undo
1
Sorcery
Return two target creatures to their owner's hand. (You can't play this card unless you can choose two creatures in play.)
Illus. Terese Nielsen

Undo
1
Return two target creatures to their owner's hand. (You can't play this card unless you can choose two creatures in play.)
Illus. Terese Nielsen

Annulare

Annul
Instant
Counter target artifact or enchantment spell.
"Why pray to the gods, who feed on your worship? Dissolve your illusions and see the true nature of things."
—Xenagos, the Reveler
Christine Choi
™ & © 2013 Wizards of the Coast 38/249

Annul
Instant
Counter target artifact or enchantment spell.
"Why pray to the gods, who feed on your worship? Dissolve your illusions and see the true nature of things."
—Xenagos, the Reveler
Christine Choi
™ & © 2013 Wizards of the Coast 38/249

Nullificare
Istantaneo
Neutralizza una magia artefatto o incantesimo bersaglio.
"Perché pregare gli dei, che si nutrono della vostra adorazione? Dissolvete le vostre illusioni e scoprite la vera natura delle cose."
—Xenagos, il Dissoluto
Christine Choi

Nullify
Instant
Counter target creature or Aura spell.
"Those who incur Thassa's anger will be swallowed whole by her waves, or torn asunder by her bident."
—Thrasios, triton hero
Adam Paquette
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Nullify
Instant
Counter target creature or Aura spell.
"Those who incur Thassa's anger will be swallowed whole by her waves, or torn asunder by her bident."
—Thrasios, triton hero
Adam Paquette
™ & © 2014 Wizards of the Coast 45/165

Invalidare
Istantaneo
Neutralizza una magia creatura o Aura bersaglio.
"Chi provoca l'ira di Thassa sarà inghiottito intero dalle sue onde o fatto a pezzi dal suo bidente."
—Trasios, eroe marinide
Adam Paquette
™ & © 2014 Wizards of the Coast 45/165

Cancel
1
Instant
Counter target spell.
"Even the greatest inferno begins as a spark. And anyone can snuff out a spark."
—Chanyi, mistfire sage
033/269 C
KTK • EN
Slawomir Maniak
™ & © 2014 Wizards of the Coast

Cancel
1
Instant
Counter target spell.
"Even the greatest inferno begins as a spark. And anyone can snuff out a spark."
—Chanyi, mistfire sage
033/269 C
KTK • EN
Slawomir Maniak
™ & © 2014 Wizards of the Coast

Eliminare
1
Istantaneo
Neutralizza una magia bersaglio.
"Persino il più grande incendio ha origine da una scintilla che chiunque può soffocare."
—Chanyi, saggio della pirobruma
033/269 C
KTK • IT
Slawomir Maniak
™ & © 2014 Wizards of the Coast

Erase
Instant
Exile target enchantment.
"Truth is hard enough to see, let alone understand. We must remove all distractions to find clarity."
—Zogye, wandering sage
009/269 C
KTK • EN
Zack Stella
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Erase
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Exile target enchantment.
"Truth is hard enough to see, let alone understand. We must remove all distractions to find clarity."
—Zogye, wandering sage
009/269 C
KTK • EN
Zack Stella
™ & © 2014 Wizards of the Coast

Cancellare
Istantaneo
Esilia un incantesimo bersaglio.
"La verità è difficile da distinguere e ancor più da comprendere. Dobbiamo rimuovere qualsiasi distrazione per raggiungere la chiarezza."
—Zogye, saggio errante
009/269 C
KTK • IT
Zack Stella
™ & © 2014 Wizards of the Coast

Word of Undoing
Instant
Return target creature to owner's hand. Return any white enchantments you own on that creature to your hand.
"It was in Urza's journals that I finally found the secret at the core of the summonings."
—Journal, author unknown
Illus. Christopher Rush
© 1995 Wizards of the Coast, Inc. All rights reserved.

Obelisk of Undoing
1
Artifact
6, ⟲: Return target permanent you control and own to your hand.
The Battle of Tomakul taught Urza not to rely on fickle reinforcements.
Illus. Tom Wänerstrand
© 1995 Wizards of the Coast, Inc. All rights reserved.

Palabra de retorno

Obelisco de anulación

Gainsay
1
Instant
Counter target blue spell.
"You dryfolk must take the air for granted. You constantly insist on wasting it."
—Kenessos, priest of Thassa
Clint Cearley
™ & © 2013 Wizards of the Coast 49/249

Contraddire
1
Istantaneo
Neutralizza una magia blu bersaglio.
"Voi gente asciutta dovete avere fiato in abbondanza. Non fate altro che sprecarlo tutto il tempo."
—Kenessos, sacerdote di Thassa
Clint Cearley

Contradecir
1
Instantáneo
Contrarresta el hechizo azul objetivo.
"Los que viven en tierra dan el aire por sentado. Insisten constantemente en malgastarlo".
—Kenessos, sacerdote de Tassa
Clint Cearley

Contradict
3
Instant
Counter target spell.
Draw a card.
Those who question Ojutai may not like the answers they receive.
049/264 C
DTK • EN
Steve Prescott
™ & © 2015 Wizards of the Coast

Obiettare
3
Istantaneo
Neutralizza una magia bersaglio.
Pesca una carta.
Coloro che interrogano Ojutai potrebbero non gradire le risposte che ricevono.
049/264 C
DTK • IT
Steve Prescott
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Impugnar
3
Instantáneo
Contrarresta el hechizo objetivo.
Roba una carta.
A aquellos que cuestionan a Ójutai no les suelen gustar las respuestas que reciben.
049/264 C
DTK • SP
Steve Prescott
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Contestação
1
Mágica Instantânea
Anule a mágica azul alvo.
"Vocês, gente do seco, devem dar o ar como certo. Vocês insistem constantemente em desperdiçá-lo."
— Quenessos, sacerdote de Tassa
Clint Cearley

Contradizer
3
Mágica Instantânea
Anule a mágica alvo.
Compre um card.
Quem questiona Ojutai pode acabar recebendo uma resposta indesejada.
049/264 C
DTK • PT
Steve Prescott
™ & © 2015 Wizards of the Coast

Contradiction
1
Éphémère
Contrecarrez le sort bleu ciblé.
« Vous autres pieds-secs devez prendre l'air pour acquis. Vu l'insistance avec laquelle vous le gaspillez. »
—Kénessos, prêtre de Thassa
Clint Cearley

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—Kénessos, prêtre de Thassa
Clint Cearley
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Contredire
3
Éphémère
Contrecarrez le sort ciblé.
Piochez une carte.
Ceux qui questionnent Ojutaï risquent de ne pas aimer ses réponses.
049/264 C
DTK • FR
Steve Prescott
™ & © 2015 Wizards of the Coast

Cryptic Command
1
Instant
Choose two — Counter target spell; or return target permanent to its owner's hand; or tap all creatures your opponents control; or draw a card.
Wayne England
™ & © 1993–2007 Wizards of the Coast, Inc. 56/301

Cryptic Command
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Choose two — Counter target spell; or return target permanent to its owner's hand; or tap all creatures your opponents control; or draw a card.
Wayne England
™ & © 1993-2007 Wizards of the Coast, Inc. 56/301

Dictado críptico
1
Instantáneo
Elige dos: Contrarresta el hechizo objetivo; o regresa el permanente objetivo a la mano de su propietario; o gira todas las criaturas que controlan tus oponentes; o roba una carta.
Wayne England

Dictate of Erebos
3
Enchantment
Flash
Whenever a creature you control dies, each opponent sacrifices a creature.
"I take no pleasure in your suffering, but it is necessary. Once you accept your fate you'll find eternity more tolerable."
Michael C. Hayes
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Dictate of Erebos
Enchantment
Flash
Whenever a creature you control dies, each opponent sacrifices a creature.
"I take no pleasure in your suffering, but it is necessary. Once you accept your fate you'll find eternity more tolerable."
Michael C. Hayes
™ & © 2014 Wizards of the Coast 65/165

Mandato de Erebos
Encantamiento
Destello.
Siempre que una criatura que controles muera, cada oponente sacrifica una criatura.
"Tu sufrimiento no me produce placer, pero es necesario. En cuanto aceptes tu destino, la eternidad te resultará más tolerable".
Michael C. Hayes

Ojutai's Command
Instant
Choose two —
• Return target creature card with converted mana cost 2 or less from your graveyard to the battlefield.
• You gain 4 life.
• Counter target creature spell.
• Draw a card.
227/264 R
DTK • EN
™ & © 2015 Wizards of the Coast

Ojutai's Command
2
Instant
Choose two —
• Return target creature card with converted mana cost 2 or less from your graveyard to the battlefield.
• You gain 4 life.
• Counter target creature spell.
• Draw a card.
227/264 R
DTK • EN
Willian Murai
™ & © 2015 Wizards of the Coast

Mandato de Ójutai
2
Instantáneo
Elige dos:
• Regresa la carta de criatura objetivo con coste de maná convertido de 2 o menos de tu cementerio al campo de batalla.
• Ganas 4 vidas.
• Contrarresta el hechizo objetivo de criatura.
• Roba una carta.
227/264 R
DTK • SP
Willian Murai
™ & © 2015 Wizards of the Coast

Well of Knowledge
3
Artifact
Any player may pay 2 during his or her draw phase to draw a card. Players may use this ability as many times as they choose.
Illus. D. Alexander Gregory
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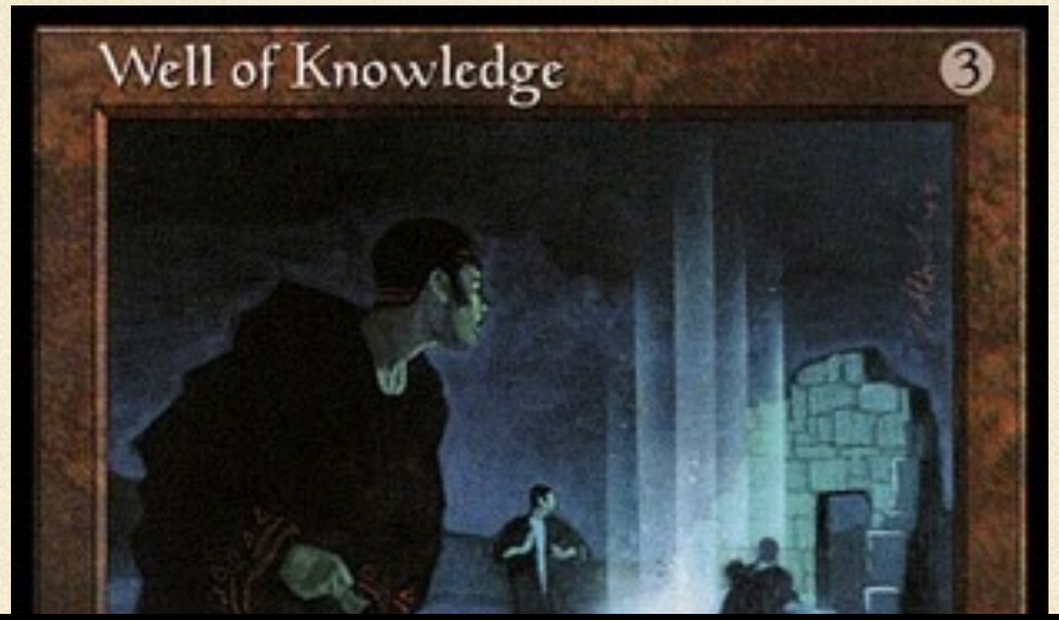

Pozzo della Conoscenza

Any player may pay 2 during his or her draw phase to draw a card. Players may use this ability as many times as they choose.

Illus. D. Alexander Gregory

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Knowledge Pool
6
Artifact
Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.
Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.
Mike Bierek
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Mike Bierek
™ & © 1993–2011 Wizards of the Coast LLC 111/155

Pozza della Conoscenza
6
Artefatto
Imprimere — Quando la Pozza della Conoscenza entra nel campo di battaglia, ogni giocatore esilia le prime tre carte del proprio grimorio.
Ogniqualvolta un giocatore lancia una magia dalla propria mano, la esilia. Se il giocatore lo fa, può lanciare un'altra carta non terra esiliata con la Pozza della Conoscenza senza pagare il costo di mana di quella carta.
Mike Bierek

Well of Knowledge
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Artifact
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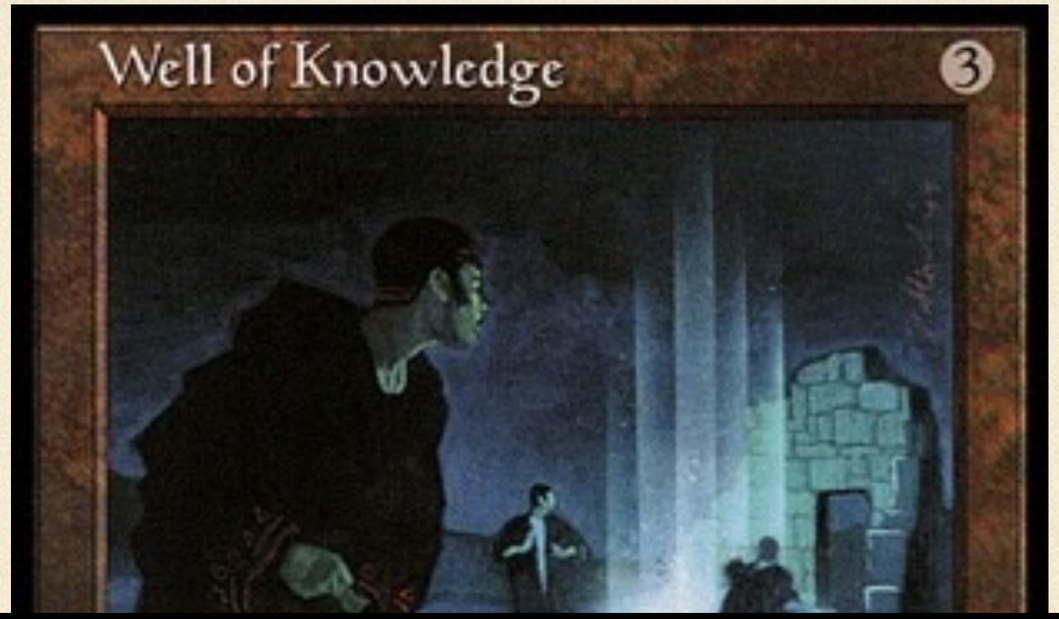

Pozo del conocimiento

Any player may pay 2 during his or her draw phase to draw a card. Players may use this ability as many times as they choose.

Illus. D. Alexander Gregory

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Knowledge Pool
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Artifact
Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.
Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.
Mike Bierek
TM & © 1993–2011 Wizards of the Coast LLC 111/155

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Artifact
Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.
Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.
Mike Bierek
TM & © 1993-2011 Wizards of the Coast LLC 111/155

Pozo del conocimiento vedalken
6
Artefacto
Estampa — Cuando el Pozo del conocimiento vedalken entre al campo de batalla, cada jugador exilia las primeras tres cartas de su biblioteca.
Siempre que un jugador lance un hechizo de su mano, ese jugador lo exilia. Si el jugador lo hace, puede lanzar otra carta que no sea tierra exiliada con el Pozo del conocimiento vedalken sin pagar el coste de maná de esa carta.
Mike Bierek

Perdido por completo

Disturbing Plot
1
Sorcery
Return target creature card in a graveyard to its owner's hand.
Conspire (As you play this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)
Larry MacDougall
™ & © 1993-2008 Wizards of the Coast, Inc. 64/301

Disturbing Plot
1
Sorcery
Return target creature card in a graveyard to its owner's hand.
Conspire (As you play this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)
Larry MacDougall
™ & © 1993-2008 Wizards of the Coast, Inc. 64/301

Plan perturbador
1
Conjuro
Regresa la carta de criatura objetivo en un cementerio a la mano de su propietario.
Conspirar. (En cuanto juegues este hechizo puedes girar dos criaturas enderezadas que controles que compartan un color con él. Cuando lo hagas, cópialo y puedes elegir un nuevo objetivo para la copia.)
Larry MacDougall

Godsend
1
Legendary Artifact — Equipment
Equipped creature gets +3/+3.
Whenever equipped creature blocks or becomes blocked by one or more creatures, you may exile one of those creatures.
Opponents can't cast cards with the same name as cards exiled with Godsend.
Equip 3
Daniel Ljunggren
TM & © 2014 Wizards of the Coast 12/165

Gottesheil
Don du ciel
Artefact légendaire : équipement
La créature équipée gagne +3/+3.
À chaque fois que la créature équipée bloque ou devient bloquée par au moins une créature, vous pouvez exiler une de ces créatures.
Les adversaires ne peuvent pas lancer de cartes ayant le même nom que les cartes exilées par le Don du ciel.
Équipement 3
Daniel Ljungqvist

Filo divino
Mensageira dos Deuses
Artefato Lendário — Equipamento
A criatura equipada recebe +3/+3.
Toda vez que a criatura equipada bloquear ou for bloqueada por uma ou mais criaturas, você poderá exilar uma daquelas criaturas.
Os oponentes não podem conjurar cards com o mesmo nome de cards exilados por Mensageira dos Deuses.
Equipar 3
Daniel Ljungqvist

Gottesheil
Filo divino
Don du ciel
Nemesi degli Dei
Deuses
Artefatto Leggendario — Equipaggiamento
La creatura equipaggiata prende +3/+3.
Ogniqualvolta la creatura equipaggiata blocca o viene bloccata da una o più creature, puoi esiliare una di quelle creature.
Gli avversari non possono lanciare carte con lo stesso nome delle carte esiliate dalla Nemesi degli Dei.
Equipaggiare 3
Daniel Ljungqvist
Artefact légendaire : é
La créature équipée gagn
À chaque fois que la créa
ou devient bloquée par au
vous pouvez exiler une de
Les adversaires ne peuver
cartes ayant le même nom
exilées par le Don du ciel
Équipement 3
Daniel Ljungqvist
— Equipamento
cebe +3/+3.
a equipada bloquear ou
a ou mais criaturas, você
uelas criaturas.
lem conjurar cards com o
s exilados por Mensageira
Daniel Ljungqvist

Ashiok, Nightmare Weaver
1
Planeswalker — Ashiok
+2: Exile the top three cards of target opponent's library.
-X: Put a creature card with converted mana cost X exiled with Ashiok, Nightmare Weaver onto the battlefield under your control. That creature is a Nightmare in addition to its other types.
-10: Exile all cards from all opponents' hands and graveyards.
3
Karla Ortiz
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Ashiok, Tecedor de Pesadelos
Ashiok, Tessitore di Incubi
Ashiok, urdidor de pesadillas
Ashiok, tisseur de cauchemars
Ashiok der Albtraumweber
Planeswalker — Ashiok
+2
Schicke die obersten drei Karten der Bibliothek eines Gegners deiner Wahl ins Exil.
-X
Bringe eine Kreaturenkarte mit umgewandelten Manakosten von X, die von Ashiok dem Albtraumweber ins Exil geschickt wurde, unter deiner Kontrolle ins Spiel. Diese Kreatur ist zusätzlich zu ihren anderen Typen ein Nachtmahr.
-10
Schicke alle Karten von allen Händen aller Gegner und aus allen Friedhöfen aller Gegner ins Exil.
3
Karla Ortiz
™ & © 2013 Wizards of the Coast 188/249

Power Sink
X
Instant
Counter target spell unless its controller pays X. If he or she doesn't, that player taps all lands he or she controls and empties his or her mana pool.
Illus. Mark Poole
©1993-2000 Wizards of the Coast, Inc. 14/90

Dissipate
1
Interrupt
Counter target spell. Remove that spell card from the game.
"If you weren't born with it, you don't need it."
—Grahilah, former trader of Amiqat
Illus. Richard Kane Ferguson
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Power Sink
X
Instant
Counter target spell ur
controller pays X. If he
doesn't, that player tap
he or she controls and
or her mana pool.
Illus. Mark Pool

Syncopate
X
Instant
Counter target spell unless its controller pays X. If that spell is countered this way, remove it from the game instead of putting it into its owner's graveyard.
"Memories can't simply be washed away. The mind must be scrubbed clean."
—Ambassador Laquatus
Illus. Pete Venters

Dissipate
1
get spell. Remove that
om the game.
't born with it, you don't
former trader of Amiqat
ne Ferguson

Blinkmoth Nexus
Land
: Add 1 to your mana pool.
1: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.
1, : Target Blinkmoth gets +1/+1 until end of turn.
Brian Snoddy
™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus
Land
⟳: Add 1 to your mana pool.
1: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.
1, ⟳: Target Blinkmoth gets +1/+1 until end of turn.
Brian Snoddy
™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Inkmoth Nexus
Land
⟳: Add 1 to your mana pool.
1: Inkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)
Jung Park
™ & © 1993-2011 Wizards of the Coast LLC 145/155

Blinkmoth Nexus
Inkmoth Nexus
Land
: Add 1 to your mana pool.
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Jung Park
™ & © 1993-2011 Wizards of the Coast LLC 145/155

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Jung Park
™ & © 1993-2011 Wizards of the Coast LLC 145/155

Nexo de polillas titilantes
Nexo de polillas de tinta
Tierra
: Agrega 1 a tu reserva de maná.
1 : El Nexo de polillas de tinta se convierte en una criatura artefacto Polilla-titilante 1/1 con las habilidades de volar e infectar hasta el final del turno. Sigue siendo una tierra. (Hace daño a las criaturas en forma de contadores -1/-1 y a los jugadores en forma de contadores de veneno.)
Jung Park

Homólogo carcajeante

Druida despertador
2
Criatura — Druida humano
M11
Cuando el Druida despertador entre al campo de batalla, el bosque objetivo es una criatura Pueblo-arbóreo verde 4/5 mientras el Druida despertador esté en el campo de batalla. Sigue siendo una tierra.
Los druidas de Mazar tratan a cada semilla con el respeto del guerrero en el que se convertirá.
1/1
Jason Chan

Líder de la Falange
Criatura — Soldado humano
Heroísmo — Siempre que lances un hechizo que haga objetivo al Líder de la Falange, pon un contador +1/+1 sobre cada criatura que controlas.
Los soldados graban sus palabras en el interior de sus escudos, su inspiración está siempre visible durante la batalla.
1/1
David Palumbo
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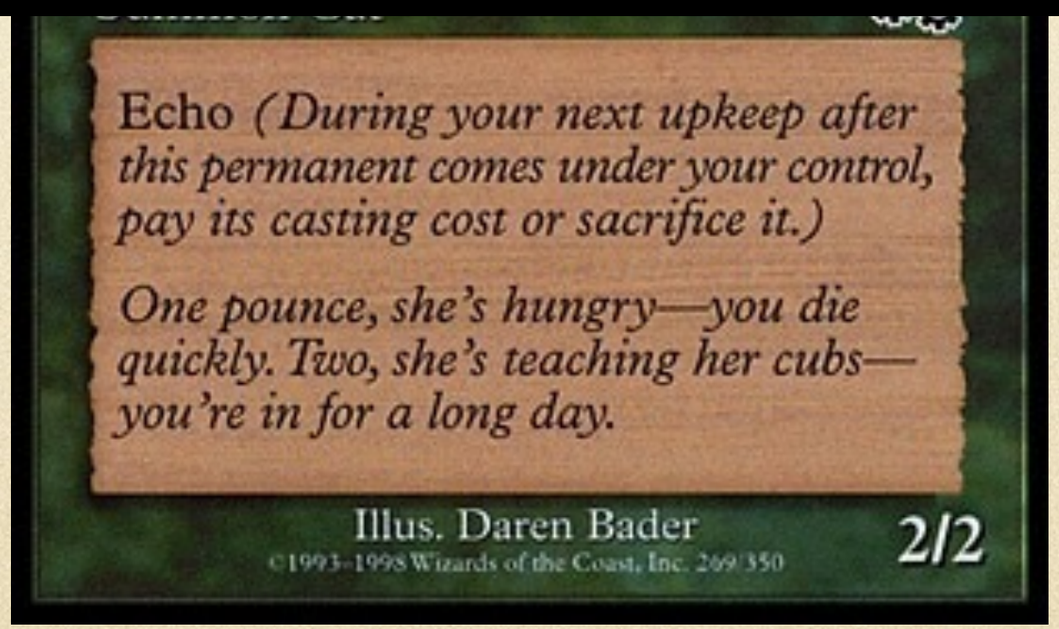
Pouncing Jaguar
Summon Cat
Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)
One pounce, she's hungry—you die quickly. Two, she's teaching her cubs—you're in for a long day.
Illus. Daren Bader
©1993-1998 Wizards of the Coast, Inc. 269/350
2/2

Jaguar saltando



Wild Nacatl
Creature — Cat Warrior
Wild Nacatl gets +1/+1 as long as you control a Mountain.
Wild Nacatl gets +1/+1 as long as you control a Plains.
"The Cloud Nacatl sit and think, a bunch of soft paws. We are the Claws of Marisi, stalking, pouncing, drawing blood."
1/1
Wayne Reynolds
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Wild Nacatl
Creature — Cat Warrior
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Wild Nacatl gets +1/+1 as long as you control a Plains.
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1/1
Wayne Reynolds
™ & © 1993-2011 Wizards of the Coast LLC 4/80

Wilder Nacatl
Kreatur — Katze, Krieger
Der Wilde Nacatl erhält +1/+1, solange du ein Gebirge kontrollierst.
Der Wilde Nacatl erhält +1/+1, solange du eine Ebene kontrollierst.
„Die Wolken-Nacatl sitzen nur herum, denken nach und wärmen ihre Pfoten. Doch wir sind Marisis Klauen, wir schleichen, wir springen und wir fordern Blut."
1/1
Wayne Reynolds

Bronze Bombshell
4
Artifact Creature — Construct
When a player other than Bronze Bombshell's owner controls it, that player sacrifices it. If the player does, Bronze Bombshell deals 7 damage to him or her.
"Ooh, shiny! Let's pull off the chain and take her with us."
—Ukl, Gruul raider, last words
4/1
Martina Pilcerova

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—Ukl, Gruul raider, last words
4/1
Martina Pilcerova

Bombón de bronce
4
WWW.TIENDAREBEL.COM
Criatura artefacto — Constructo
Cuando un jugador distinto del propietario del Bombón de bronce la controle, ese jugador la sacrifica. Si lo hace, el Bombón de bronce le hace 7 puntos de daño.
"Ooh, ¡brilla! Saquémosle la cadena y llevémosla con nosotros."
—Ukl, incursor gruul, últimas palabras
4/1
Martina Pilcerova

Bronze Bombshell
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"Ooh, shiny! Let's pull off the chain and take her with us."
—Ukl, Gruul raider, last words
4/1
Martina Pilcerova
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Bombón de bronce
4
Bronzene Sexbombe
4
Artefaktkreatur — Konstrukt
Wenn ein anderer Spieler als der Besitzer der Bronzenen Sexbombe sie kontrolliert, opfert dieser Spieler sie. Falls der Spieler dies tut, fügt die Bronzene Sexbombe ihm 7 Schadenspunkte zu.
„Oh, das glänzt schön! Lass uns die Kette rausziehen und das Ding mitnehmen."
—Ukl, Gruul-Plünderer, letzte Worte
4/1
Martina Pilcerova
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Sorin, Lord of Innistrad
Planeswalker — Sorin
+1 : Put a 1/1 black Vampire creature token with lifelink onto the battlefield.
-2 : You get an emblem with "Creatures you control get +1/+0."
-6 : Destroy up to three target creatures and/or other planeswalkers. Return each card put into a graveyard this way to the battlefield under your control.
3
Michael Komarck
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Myr Sire
Artifact Creature — Myr
When Myr Sire dies, put a 1/1 colorless Myr artifact creature token onto the battlefield.
For the Phyrexians, death is not an end, nor a one-time occurrence.
1/1
256/337 C
C14 • EN Jaime Jones
™ & © 2014 Wizards of the Coast

Sorin, Señor de Innistrad
Planeswalker — Sorin
+1: Pon en el campo de batalla una ficha de criatura Vampiro negra 1/1 con la habilidad de vínculo vital.
-2: Obtienes un emblema con "Las criaturas que controlas obtienen +1/+0".
-6: Destruye hasta tres criaturas y/u otros planeswalkers objetivo. Regresa al campo de batalla bajo tu control cada carta puesta en un cementerio de esta manera.
3
Michael Komarck
™ & © 1993-2012 Wizards of the Coast LLC 142/158

Señor myr
Criatura artefacto — Myr
Cuando el Señor myr muera, pon en el campo de batalla una ficha de criatura artefacto Myr incolora 1/1.
Para los pirexianos, la muerte no es el final, ni algo que ocurre una sola vez.
1/1
256/337 C
C14 • SP
™ & © 2014 Wizards of the Coast

Final Revels
4
Sorcery
Choose one — All creatures get +2/+0 until end of turn; or all creatures get -0/-2 until end of turn.
One whiff of the sweet, pungent scent leads to euphoria—or to an early grave.
Omar Rayyan
™ & © 1993-2007 Wizards of the Coast, Inc. 113/301

Parrandas finales
4
Conjuro
Elige uno: Todas las criaturas obtienen +2/+0 hasta el final del turno; o todas las criaturas obtienen -0/-2 hasta el final del turno.
Un vaho del aroma dulce y picante lleva a la euforia... o a la tumba.
Omar Rayyan

Xenagos, the Reveler
2
Planeswalker — Xenagos
+1: Add X mana in any combination of and/or to your mana pool, where X is the number of creatures you control.
0: Put a 2/2 red and green Satyr creature token with haste onto the battlefield.
-6: Exile the top seven cards of your library. You may put any number of creature and/or land cards from among them onto the battlefield.
3
Jason Chan
™ & © 2013 Wizards of the Coast 209/249

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3
Jason Chan
™ & © 2013 Wizards of the Coast 209/249

Xenagos, el juerguista
2
Planeswalker — Xenagos
+1
Agrega X manás de cualquier combinación de y/o a tu reserva de maná, donde X es el número de criaturas que controlas.
0
Pon en el campo de batalla una ficha de criatura Sátiro verde y roja 2/2 con la habilidad de prisa.
-6
Exilia las siete primeras cartas de tu biblioteca. Puedes poner en el campo de batalla cualquier cantidad de cartas de criatura y/o de tierra que se encuentren entre ellas.
3
Jason Chan
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Xenagos, God of Revels
3
Legendary Enchantment Creature — God
Indestructible
As long as your devotion to red and green is less than seven, Xenagos isn't a creature.
At the beginning of combat on your turn, another target creature you control gains haste and gets +X/+X until end of turn, where X is that creature's power.
6/5
Jason Chan

Xenagos, God of Revels
3
Legendary Enchantment Creature — God
Indestructible
As long as your devotion to red and green is less than seven, Xenagos isn't a creature.
At the beginning of combat on your turn, another target creature you control gains haste and gets +X/+X until end of turn, where X is that creature's power.
6/5
Jason Chan

Xenagos, dios del deleite
3
Criatura encantamiento legendaria — Deidad
Indestructible.
Mientras tu devoción al rojo y al verde sea menor que siete, Xenagos no es una criatura.
Al comienzo del combate en tu turno, otra criatura objetivo que controlas gana la habilidad de prisa y obtiene +X/+X hasta el final del turno, donde X es la fuerza de esa criatura.
6/5
Jason Chan

Xenagos, o Orgíaco
2
Planeswalker — Xenagos
+1
Adicione X manas em qualquer combinação de e/ou a sua reserva de mana, sendo X o número de criaturas que você controla.
0
Coloque no campo de batalha uma ficha de criatura vermelha e verde 2/2 do tipo Sátiro com ímpeto.
-6
Exile os sete cards do topo de seu grimório. Você pode colocar qualquer número de cards de criatura e/ou terreno dentre eles no campo de batalha.
3
Jason Chan
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Xenagos, o Orgíaco
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Planeswalker — Xenagos
+1
Adicione X manas em qualquer combinação de e/ou a sua reserva de mana, sendo X o número de criaturas que você controla.
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3
Jason Chan
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Xenagos, Deus da Orgia
3
Criatura Encantamento Lendária — Deus
Indestrutível
Enquanto sua devoção ao vermelho e ao verde for menor que sete, Xenagos não será uma criatura.
No início do combate no seu turno, outra criatura alvo que você controla ganha ímpeto e recebe +X/+X até o final do turno, sendo X o poder daquela criatura.
6/5
Jason Chan

Eidolon of the Great Revel
Enchantment Creature — Spirit
Whenever a player casts a spell with converted mana cost 3 or less, Eidolon of the Great Revel deals 2 damage to that player.
Xenagos reveled while Theros burned.
2/2
Cyril Van Der Haegen

Eidolon da Grande Festança
Criatura Encantamento — Espírito
Toda vez que um jogador conjura uma mágica com custo de mana convertido de 3 ou menos, Eidolon da Grande Festança causa 2 pontos de dano àquele jogador.
Enquanto Theros queimava, Xenagos festejava.
2/2
Cyril Van Der Haegen

Nicol Bolas, Planeswalker 4
Planeswalker — Bolas
M13
+3: Destroy target noncreature permanent.
-2: Gain control of target creature.
-9: Nicol Bolas, Planeswalker deals 7 damage to target player. That player discards seven cards, then sacrifices seven permanents.
5
D. Alexander Gregory
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Slave of Bolas
3
Sorcery
Gain control of target creature. Untap that creature. It gains haste until end of turn. Sacrifice it at end of turn.
Nicol Bolas doesn't distinguish between servants and victims.
Steve Argyle
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Slave of Bolas
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Sorcery
Gain control of target creature. Untap that creature. It gains haste until end of turn. Sacrifice it at end of turn.
Nicol Bolas doesn't distinguish between servants and victims.
Steve Argyle
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Escravo de Nicol Bolas
3
Esclavo de Nicol Bolas
3
Conjuro
Gana el control de la criatura objetivo. Endereza esa criatura. Gana la habilidad de prisa hasta el final del turno. Sacrificala al final del turno.
Nicol Bolas no distingue entre sirvientes y victimas.
Steve Argyle

Riptide Laboratory
Land
: Add 1 to your mana pool.
1 , : Return target Wizard you control to its owner's hand.
Illus. John Avon
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Laboratorio Resaca
METROPOLISCENTER.ES
Tierra
: Agrega 1 a tu reserva de maná.
1 , : Regresa el Hechicero objetivo que controles a la mano de su propietario.
Ilust. John Avon

Riptide Laboratory
Riptide Replicator
X 4
Artifact
As Riptide Replicator comes into play, choose a color and a creature type.
Riptide Replicator comes into play with X charge counters on it.
4 , : Put an X/X creature token of the chosen color and type into play, where X is the number of charge counters on Riptide Replicator.
Illus. Doug Chaffee
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Laboratorio Resaca
Reproductor Resaca
X 4
Artefacto
En cuanto el Reproductor Resaca entre en juego, elige un color y un tipo de criatura.
El Reproductor Resaca entra en juego con X contadores de carga sobre él.
4 , : Pon en juego una ficha de criatura del tipo y color elegidos X/X, donde X es el número de contadores de carga que haya sobre el Reproductor Resaca.
Doug Chaffee
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Riptide Survivor
Creature — Human Wizard
Morph 1 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)
When Riptide Survivor is turned face up, discard two cards, then draw three cards.
2/1
121/337 U
C14 • EN
Thomas M. Baxa
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Sobreviviente del Proyecto Resaca
Criatura — Hechicero humano
Metamorfosis 1. (Puedes lanzar esta carta boca abajo como una criatura 2/2 pagando 3. Ponla boca arriba en cualquier momento pagando su coste de metamorfosis.)
Cuando el Sobreviviente del Proyecto Resaca se ponga boca arriba, descarta dos cartas y luego roba tres cartas.
2/1
121/337 U
C14 • SP
Thomas M. Baxa

Riptide Survivor
Creature — Human Wizar
Morph 1
(You ma
face down as a 2/2 creat
it face up any time for it
When Riptide Survivor
face up, discard two ca
three cards.
121/337 U
C14 • EN
Thomas M. Baxa
Sobreviviente del Proyecto Resaca
cero humano
. (Puedes lanzar esta
omo una criatura 2/2
boca arriba en cualquier
su coste de metamorfosis.)
viviente del Proyecto
boca arriba, descarta dos
a tres cartas.
2/1
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Quimera de resaca
Criatura encantamiento — Quimera
Vuela.
Al comienzo de tu mantenimiento, regresa un encantamiento que controlas a la mano de su propietario.
"Quiero una".
—Kiora
3/4
Ryan Barger
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Final del laberinto