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A Magic: The Gathering collection tracker used to keep track of every and any card you have in your collection.Upload or start importing your collection to help with deck building, searching for cards, and more.Login to use the collection tracker! {0}: Add X mana in any combination of {U} and/or {R}, where X is Vivi Ornitier's power. Activate only during your turn and only once each turn. Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent. Create new deckAdd to existing deck View all decksY'shtola, Night's BlessedVigilance At the beginning of each end step, if a player lost 4 or more life this turn, you draw a card. Whenever you cast a noncreature spell with mana value 3 or greater, Y'shtola deals 2 damage to each opponent and you gain 2 life. Create new deckAdd to existing deck View all decksTeval, the Balanced ScaleFlying Whenever Teval attacks, mill three cards. Then you may return a land card from your graveyard to the battlefield tapped. Whenever one or more cards leave your graveyard, create a 2/2 black Zombie Druid creature token. Create new deckAdd to existing deck View all decksChoco, Seeker of ParadiseWhenever one or more Birds you control attack, look at that many cards from the top of your library. You may put one of them into your hand. Then put any number of land cards from among them onto the battlefield tapped and the rest into your graveyard. Landfall — Whenever a land you control enters, Choco gets +1/+0 until end of turn. Create new deckAdd to existing deck View all decksHaste When Cloud enters, attach up to one target Equipment you control to it. Whenever Cloud attacks, draw a card for each equipped attacking creature you control. Then if Cloud has power 7 or greater, create two Treasure tokens. Create new deckAdd to existing deck View all decksAt the beginning of combat on your turn, you may move a counter from target creature you control onto a second target creature you control. Cheer — Whenever one or more creatures you control with counters on them deal combat damage to a player, you may draw a card and proliferate. Do this only once each turn. Create new deckAdd to existing deck View all decksMobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. Create new deckAdd to existing deck View all decksIf one or more tokens would be created under your control, twice that many of those tokens are created instead. +1: Create a 1/1 white Soldier creature token. 0: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. -3: Destroy target creature an opponent controls with mana value 3 or greater. Create new deckAdd to existing deck View all decks{T}: Add one mana of any color. Spend this mana only to cast a creature spell. {T}: Until end of turn, target creature you control with power 4 or greater gains trample and "Whenever this creature deals combat damage to a player, draw a card." Create new deckAdd to existing deck View all decksAs this enchantment enters, choose Mardu or Jeskai. • Mardu — If a creature attacking causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. • Jeskai — At the beginning of your upkeep, create a 1/1 red Goblin creature token. It gains lifelink and haste until end of turn. Create new deckAdd to existing deck View all decksWhenever one or more cards leave your graveyard, choose one that hasn't been chosen this turn — • Draw a card. • Create a Treasure token. • Create a 2/2 black Zombie Druid creature token. Create new deckAdd to existing deck View all decksSearch your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.) Create new deckAdd to existing deck View all decksAs this enchantment enters, choose Jeskai or Temur. • Jeskai — Whenever one or more creatures you control deal combat damage to a player, draw a card. • Temur — Creatures you control get +1/+0 and have trample and haste. Create new deckAdd to existing deck View all decksFlying Whenever this creature enters or attacks, mill three cards. Whenever one or more creature cards are put into your graveyard from your library, put one of them onto the battlefield. Create new deckAdd to existing deck View all decks Please consider supporting our Patreon to remove ads. Please consider supporting our Patreon to remove ads. Please consider supporting our Patreon to remove ads.