

**Red Emma of Kovno** 



**Legendary Creature — Anarchist Rebel**

Whenever an anarchist you control attacks, put a 1/1 red and green anarchist creature token into play.

Other anarchists you control get +1/+1 and have first strike.

*“Direct action is the logical, consistent method of Anarchism.”*

Rowan WalkingWolf **2/2**

**Anarchist Bookfair**



**Land**

**☾**: Add 1 to your mana pool.

Tap three anarchist creatures you control: Draw a card.

*“A people without knowledge of their history is like a tree without roots.”*  
— Marcus of Garvey

Rowan WalkingWolf

**Arson** 



**Sorcery**

Destroy target artifact or land. If a non-basic land is destroyed this way, gain 3 life.

*“Bear it aloft, O roaring flame!,  
Skyward aloft, where all may see.”*  
— Voltairine de Cleyre, *Written in Red*

Rowan WalkingWolf

**Bakunin of Premukhino** 



**Legendary Creature — Anarchist Wizard**

Anarchist creatures you control have “☾: Add  to your mana pool.”

*“I am truly free only when all human beings, men and women, are equally free. The freedom of others, far from negating or limiting my freedom, is its necessary premise and confirmation.”*

Rowan WalkingWolf **3/2**

**Biocentrism** 



**Enchantment**

At the beginning of your upkeep, gain 1 life for each creature you control.

*“Ephemeral joys and fleeting devotions, that which is lasting cannot be found*

Rowan WalkingWolf

**Black Bloc** 



**Creature — Anarchist Warrior**

Haste

At the beginning of your upkeep, put a token that's a copy of Black Bloc onto the battlefield.

Rowan WalkingWolf **1/1**

**Black Flag** 



**Artifact**

Each Anarchist creature gets +X/+X, where X is the number of other Anarchists in play.

4, ☾: Gain control of all Anarchists.

*“Your pretty empire took so long to build, now, with a snap of history's fingers, down it goes.”* — Alan Moore

Rowan WalkingWolf

**Black Hoodie of Shadows** 



**Tribal Artifact — Anarchist Equipment**

Equipped creature has hexproof and shadow.

Whenever an Anarchist creature enters the battlefield, you may attach Black Hoodie of Shadows to it.

Equip 3

Rowan WalkingWolf





**Bonanno's Armed Joy** 



**Sorcery**

Gain control of all Equipment until end of turn. Equipment controlled this way may be attached to creature's you control without paying Equip costs.

*"The man who acts is not the man with a destiny, but the man who has understood."*  
- Alfredo Bonanno

Rowan WalkingWolf

**Bonnot Gang** 



**Creature — Anarchist Rogue**

Haste

At the beginning of your upkeep, put a token that's a copy of Bonnot Gang onto the battlefield.

Rowan WalkingWolf

**2/1**

**Bookchin the Dean** 



**Legendary Creature — Anarchist Advisor**

At the beginning of your draw step, you may draw an additional card each turn. If you do, choose a card in your hand drawn this turn. Pay 3 life or put that card on top of your library.

*"The assumption that what currently exists must necessarily exist is the acid that corrodes all visionary thinking."*

Rowan WalkingWolf

**1/3**

**Buenaventura Durruti** 



**Legendary Creature — Anarchist Soldier**

Anarchists you control have flanking.

: Each anarchist you control gets +1/+0 until end of turn.

*"We are not in the least afraid of runs!"*

Rowan WalkingWolf

**3/2**

**Buffalo Field Campaign**



**Land — Forest**

Buffalo Field Campaign enters the battlefield tapped.

: Add  to your mana pool.

: Put a +1/+1 counter on each creature that entered the battlefield this turn.

*"Strangely enough, they have a mind to till the soil."* - Sitting Bull

Rowan WalkingWolf

**Cascadia**



**Land — Forest**

Cascadia enters the battlefield tapped.

: Add  to your mana pool.

1 : Cascadia becomes a 3/3 green Anarchist creature with trample until end of turn. It's still a land.

*A destiny written of Wood and Blood...*

Rowan WalkingWolf

**Catalonia**



**Legendary Land**

: Add  to your mana pool.

, : Target creature gains first strike or reach until end of turn.

*No lawyers, no priests, no boot-licking.*

Rowan WalkingWolf

**Catalonian Brigade** 



**Creature — Anarchist Soldier**

Protection from white, first strike

*"We have become too civilized to grasp the obvious. For the truth is very simple. To survive you often have to fight, and to fight you have to dirty yourself. War is evil, and it is often the lesser evil."*

- George Orwell on the Spanish Revolution

Rowan WalkingWolf

**2/2**





### Chiapas



#### Legendary Land

When Chiapas enters the battlefield, you may reveal an Anarchist from your hand. If you don't, Chiapas enters the battlefield tapped.

**C**: Add **2** or **1** to your mana pool.

*In the heart of the woods, at the edge of the pool in the stone, we await the smoking star.*

14

### Christiania



#### Legendary Land

**C**: Add to your mana pool one mana of any type that a permanent you control could produce.

*Lev livet kunstnerisk! Kun dode fisk flyder med strømmen!*

14

### Circle Bomb

1 2 2



#### Instant

Circle Bomb deals 5 damage to target player. Then, if that player has more life than you, return Circle Bomb to its owner's hand.

*Lady Dynamite, let's dance quickly!, Lert's dance and sing, and dynamite everything!*

— Rowan WalkingWolf

### Crimethinc Convergence



#### Legendary Land

**C**: Add **1** to your mana pool.

**C**: Add **2** or **1** to your mana pool. Crimethinc Convergence deals 1 damage to you.

*To see beauty is to learn the private language of meaning which is another's life. — excerpt from the Scrolls of Thought Crime*

14

### Czolgosz's Firewand

3



#### Legendary Artifact — Equipment

Equipped creature gets +2/+0, first strike, and deathtouch.

Equip 2

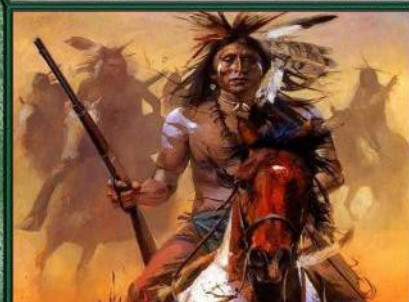
*The legendary firewand used to assassinate McKinley.*

— Rowan WalkingWolf

14

### Decolonize

1 1 1



#### Enchantment

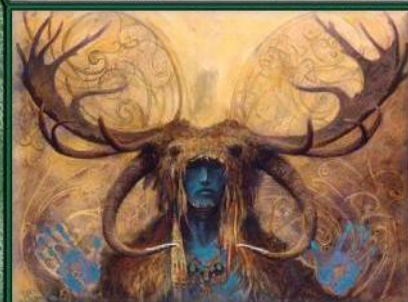
At the beginning of your upkeep, if an opponent controls more lands than you, you may search your library for a land card, reveal it, and put it into your hand. If you do, shuffle your library.

— Rowan WalkingWolf

14

### Deep Ecology

1 1 1



#### Enchantment

Creatures you control have "**C**: Add **1** to your mana pool."

*Breathe your dream, and let your soul inherit! Bare and naked, let us dance on the meadows! Revel within this nature! Free the wolf forever! — Song of Life*

— Rowan WalkingWolf

14

### Deep Green Resistance

2 1 1



#### Sorcery

Creatures you control get +X/+X and have trample until end of turn, where X is the number of lands you control.

*The piteous Earth still groans in pain, and the star that leads me points onward yet, though the red drops fall like rain.*

— Rowan WalkingWolf

14





**Durutti Column**

**Legendary Creature — Anarchist Soldier**

As long as it's your turn, other Anarchist creatures you control get +2/+0.

As long as it's not your turn, other Anarchist creatures you control get +0/+2.

**2/2**

**Earth Liberation Front**

**Creature — Anarchist Warrior**

When Earth Liberation Front enters the battlefield, you may destroy target non-basic land, artifact, or enchantment.

*"The Wilderness in our hearts, blighted by corruption and consumed..."*  
- inscription on the Falls of Rauros

**1/1**

**Elements of Refusal**

**Enchantment**

Whenever a creature enters the battlefield under your control, you may destroy target artifact or enchantment.

*"False gods they enthrone as the forests, moon, and earth gasp a vengeful moan."*  
- Oakhelm

**1/1**

**Endgame**

**Sorcery**

Exile all non-green, non-land permanents. Then, exile all non-forest lands. Then, exile Endgame.

*"Let the tide turn, let oceans shift. Wolf Mother, arise! Let the new era of vengeance begin!"* - Kivimetsan Druidi

**1/1**

**Feral Futures Encampment**

**Legendary Land — Forest**

: Add to your mana pool for each Anarchist creature you control.

*"Wilderness is not a luxury but a necessity of the human spirit."*  
- Edward of Abbey

**1/1**

**Ferrer Academy**

**Land**

When Ferrer Academy comes into play, reveal your hand.

: Add 2 to your mana pool.

: Add or to your mana pool. Ferrer Academy deals 2 damage to you.

*"Knowledge is love and light and vision!"*  
- Blind Helen of Kelleria

**1/1**

**Ferrer, Master Mentor**

**Legendary Creature — Anarchist Advisor**

, Discard a card, : Draw 2 cards.

*"We will not lose our time praying to an imaginary god for things which our own exertions alone can procure."*

**1/5**

**Filthy Punk Hovel**

**Land**

: Add 1 to your mana pool.

1, : Put a filth counter on target creature you control. Creatures with filth counters gain infect.

*"Searchers after horror haunt strange, far places."* — Lovecraft the Mad

**1/1**







### Fire to the Prisons

2 2 2



#### Enchantment

Your opponents can't gain control of Anarchists you control.

*"After the revolution, prisons simply would not exist."*

- Bararak of Deming

Rowan WalkingWolf

### Free Territory of Ukraine



#### Legendary Land

Creatures you control have "C: Add 1 to your mana pool".

C: Add 2 or 1 to your mana pool. Free Territory of Ukraine deals 2 damage to you.

*"Rise up and eradicate all power over you! Be free and defend the freedom of others against trespass!" - Nestor Makhno, Warlord*

1/1

### Gaetano Bresci, Kingslayer

2 2 2



#### Legendary Creature — Anarchist Assassin

Shroud

Sacrifice Gaetano Bresci, Kingslayer: Destroy target legendary creature.

*"I oppose the light, I gather the storms with a sword I wield with hate, I shot down the sun with bow and flame..." - Agalloch*

Rowan WalkingWolf

2/1

### Gleeful Ludic Throng

1 1 1



#### Creature — Anarchist Barbarian

Trample

Whenever Gleeful Ludic Throng deals combat damage to a player, you may destroy target artifact or enchantment that player controls.

Rowan WalkingWolf

2/3

### Hakim Bey, Mystic

3



#### Legendary Creature — Anarchist Shapeshifter

Hakim Bey, Mystic is colorless.

3: Hakim Bey, Mystic becomes a copy of target creature, except its name is still Hakim Bey, Mystic, it is legendary in addition to its other types, and it gains this ability.

*"The goal of the sorcerer: changing reality by the manipulation of living symbols."*

Rowan WalkingWolf

1/1

### Haymarket Battlefield



#### Legendary Land

C: Add 2 to your mana pool.

C, Sacrifice Haymarket Battlefield: Anarchists you control are unblockable until end of turn.

*"The star of revolution will rise high from a sea of blood and fire!" - Bakunin*

1/1

### Haymarket Martyrs' Memorial

6



#### Legendary Artifact

Creatures you control have reach, first strike, vigilance, trample, haste, protection from blue, and protection from black.

*"I despise your order, your laws, your force-propped authority. Hang me for it!" - Louis Lingg, Haymarket Martyr*

Rowan WalkingWolf

### Hunt and Gather

2 1



#### Instant

Destroy target creature that was dealt damage this turn. Then, search your library for a basic land card, reveal it, and put it onto the battlefield tapped. Then shuffle your library.

Rowan WalkingWolf







**Infoshop**

**Land**

☾: Add 1 to your mana pool.

☾, Pay 3 life, Sacrifice Infoshop: Search your library for a card, reveal it, and put it into your hand. Then shuffle your library.

*"A little knowledge that acts is worth infinitely more than knowledge that is idle."*  
- Khalil Gibran

Rowan WalkingWolf

**Insurrection** 5

**Sorcery**

Untap all creatures and gain control of them until end of turn. They gain haste until end of turn.

*"Insurrection is the most sacred of rights and the most indispensable of duties."* - Marquis de Lafayette

Rowan WalkingWolf

**Jacques Ellul, Crusader** 1

**Legendary Creature — Anarchist Cleric**

Defender

Anarchists you control have protection from black.

3, Sacrifice Jacques Ellul, Crusader: Exile all black permanents.

*"Prayer holds together the shattered fragments of Creation."*

Rowan WalkingWolf

0/4

**Kalashnikov's Firestaff** 5

**Artifact — Equipment**

Kalashnikov's Firestaff is indestructible. Equipped creature gets +2/+0 and has reach, vigilance, and double strike.

Equip 3

*"I tried a dozen different modifications that all served as a path to the final design."*  
- Kalashnikov, artificer

Rowan WalkingWolf

**Lao Tzu, Sage** 1

**Legendary Creature — Anarchist Monk**

Players can cast spells only during their turns.

*"When the rich prosper while farmers lose their land; when the government spends money on weapons instead of cures; when the upper class is extravagant while the poor have nothing - all this is robbery and chaos."*

2/2

Rowan WalkingWolf

**Leon Czolgosz, Assassin** 2

**Legendary Creature — Anarchist Assassin**

Shroud

Sacrifice Leon Czolgosz, Assassin: Destroy target legendary creature.

*"I killed McKinley because he was the enemy of the good people - the good working people. I am not sorry for my crime."*

1/2

Rowan WalkingWolf

**Louis Lingg's Demolition Lab** 4

**Legendary Artifact**

Anarchists you control have reach, deathtouch, and "4, Sacrifice this permanent: Destroy target permanent".

*"If you cannonade us, we shall dynamite you!"* - Louis Lingg, Haymarket Martyr

Rowan WalkingWolf

**Lucy Parsons, Agitator** 1

**Legendary Creature — Anarchist Rebel**

☾: Put X 1/1 red Anarchist tokens into play where X is the number of Anarchists you control.

*"Let every tramp arm himself with a revolver or knife on the steps of the palace of the rich. Let us kill them without mercy!"*

2/2

Rowan WalkingWolf







**Make Total Destroy** 4



**Sorcery**

Destroy all artifacts, creatures, and lands. They can't be regenerated.

*"For what long ago was held to is no more, a hollow shell, a shattered conceit, condemning a thousand generations to the abyss of the forgotten."*  
- Fen, *Of Wilderness and Ruin*

Rowan WalkingWolf

**Beltaine**



**Sorcery**

Creatures you control have "e": Add ♣ to your mana pool" until end of turn.

**May Day**



**Sorcery**

Put X 1/1 red Anarchist tokens onto the battlefield. If X is 5 or more, destroy all other creatures.

Rowan WalkingWolf

**Molotov's Cocktail** X



**Instant**

Molotov's Cocktail deals X damage to target creature or player. If X is 5 or more, Molotov's Cocktail can't be countered.

*"From what I've tasted of desire, I hold with those who favor fire."*  
- Robert Frostbeard

Rowan WalkingWolf

**Monkeywrench**



**Sorcery**

Choose one - Destroy target artifact; destroy target enchantment; or destroy target artifact and enchantment.

*"And whether a scaffold or a crucifix awaits, I know and I care not: I only know I shall not pause though it be far."*  
- Voltairine de Cleyre

Rowan WalkingWolf

**Ned Ludd** 4



**Legendary Creature — Anarchist Warrior**

Anarchist you control have protection from artifacts.

When Ned Ludd attacks, put two 1/1 green Anarchist tokens with "1 ♣, Sacrifice this permanent: Destroy target artifact or enchantment" onto the battlefield.

Rowan WalkingWolf

5/4

**Nestor Makhno, Warlord** 1



**Legendary Creature — Anarchist Soldier**

Other anarchists you control get +1/+1.

Whenever Nestor Makhno, Warlord attacks, put two 1/1 red and green Anarchist tokens onto the battlefield tapped and attacking.

Rowan WalkingWolf

3/4

**Paris Commune**



**Legendary Land**

Vanishing 3

e: Add ♣ to your mana pool.

*"Like lost children we live our unfinished adventures."* — Guy Debord

Rowan WalkingWolf

**Peregrine of Penn's Woods** 1



**Legendary Creature — Anarchist Elf Warrior**

♣: Regenerate target Anarchist you control.

2 ♣♣: Anarchists you control get +3/+3 and have trample until end of turn.

Rowan WalkingWolf

2/2





**Perlman, Sylvan Soothsayer** 3   



**Legendary Creature — Anarchist Druid**

Anarchists you control have non-basic landwalk.

: Regenerate target anarchist

*"The state of nature is a community of freedoms."*

Rowan WalkingWolf **4/4**

**Permaculture** 2  



**Enchantment**

Creatures you control have undying.

 , Sacrifice Permaculture: Permanents you control are indestructible this turn.

*"I've been the song of a bird and the vast roar of a bear, I am a lump of this vivid soil, I'm the brother of the trees." - Song of Life*

Rowan WalkingWolf

**Prince Pyotr Kropotkin** 2  



**Legendary Creature — Anarchist Advisor**

Each Anarchist gets +1/+1 for each other Anarchist on the battlefield.

*"Sociability is as much a law of nature as mutual struggle... mutual aid is as much a law of animal life as mutual struggle."*

Rowan WalkingWolf **2/2**

**Princip's Firewand** 3



**Legendary Artifact — Equipment**

Equipped creature gets +2/+0, vigilance, and deathtouch.

Equip 2

*The legendary firewand used to assassinate Archduke Franz Ferdinand.*

Rowan WalkingWolf

**Propaganda by the Deed** 2   



**Enchantment**

Any time a creature you control deals combat damage to a player, you may pay 3. If you do, draw a card.

*"We must spread our principles, not with words but with deeds!" - Bakunin*

Rowan WalkingWolf

**Proudhon** 2  



**Legendary Creature — Anarchist Wizard**

1  : Put a 2/1 red Anarchist token with haste onto the battlefield.

2    , Sacrifice Proudhon: Exile all permanents.

*"What is property?... It is robbery!"*

Rowan WalkingWolf **1/2**

**Red Sasha of Vilnius** 2   



**Legendary Creature — Anarchist Assassin**

 : Destroy target creature with power 4 or greater. If a legendary creature is destroyed, you may put an Anarchist creature from you hand onto the battlefield tapped.

*"Destruction is creation."*

Rowan WalkingWolf **1/1**

**Revolutionary Army of Ukraine** 1   



**Creature — Anarchist Soldier**

Double strike, reach

*"No wolf shall keep his secrets, no bird shall dance the skyline, and I am left with nothing but an oath that gleams like a sword, to bathe in the blood of humankind..." - Agalloch*

Rowan WalkingWolf **2/2**





**Rewilding** 1  



**Sorcery**

Buyback 3 (You may pay an additional 3 as you cast this spell. If you do, put this card into your hand as it resolves.)

Target non-basic land becomes a basic forest. Gain 2 life.

*"All good things are wild and free."  
- Thoreau the Transcendent One*

Rowan WalkingWolf

**Ruins of Seattle Battlefield**



**Legendary Land**

☾: Add 1 to your mana pool.

Anarchists you control have "3, Sacrifice this permanent: Destroy target land."

*Whereupon the Eugene Anarchists made their final stand...*

Rowan WalkingWolf

**Sabotage** 1  



**Sorcery**

As an additional cost to cast Sabotage, sacrifice a creature.

Destroy target permanent.

*"Sagacity reduces itself in the last analysis to judicious use of sabotage."*

Rowan WalkingWolf

**Sacco and Vanzetti** 2  



**Legendary Creature — Anarchist Rogue**

When Sacco and Vanzetti enters the battlefield, exchange control of Sacco and Vanzetti and target permanent an opponent controls.

Rowan WalkingWolf **4/4**

**Sach's Pub of Manhattan**



**Legendary Land**

☾: Add 1 to your mana pool.

When Sach's Pub of Manhattan enters the battlefield, you may search your library for any number of Anarchist cards and reveal them. If you do, shuffle your library and put them on top of it in any order.

Rowan WalkingWolf

**Security Culture** 1  



**Enchantment — Aura**

Enchanted creature has hexproof. Security culture has hexproof.

*"Be subtle!, be subtle!, and use your spies for every kind of business."  
- Sun Tzu, The Art of War*

Rowan WalkingWolf

**Smoldering Ruins of Monsanto**



**Legendary Land**

☾: Add 1 to your mana pool.

If Smoldering Ruins of Monsanto is in your graveyard, all lands you control have "☾: Add  or  to your mana pool."

*"Let flames gnaw into thee, I hath set mine torch upon thee. Taste thou death."  
- Kar'Sander of Nile*

Rowan WalkingWolf

**Social Ecology** 4  



**Sorcery**

Put X 1/1 red and green Anarchist tokens onto the battlefield, where X is the number of lands you control.

*"We are a part of Nature... we carry the ancient oceans in our blood."  
- Bookchin the Dean*

Rowan WalkingWolf





### Solidarity



#### Enchantment

Whenever you're dealt damage, put that many 1/1 red and green Anarchist tokens onto the battlefield.

*"The first step in the evolution of ethics is a sense of solidarity with other beings." - Albert Schweitzer*

Rowan WalkingWolf

### Squat of Total Squalor



#### Land

☾: Add 1 to your mana pool.

1, ☾: Put a squalor counter on target creature you control. For each squalor counter on a creature, that creature has Poisonous 1.

*"Oh my god, they're moving in next door!" - Zounds, Dirty Squatters*

1/1

### Starhawk



#### Legendary Creature — Anarchist Druid

Shroud

When Starhawk enters the battlefield, you may search your library for a land card, reveal it, and put it into your hand. If you do, shuffle your library.

1 ♣, ☾: Target land becomes a 2/2 creature with shroud. It's still a land.

Rowan WalkingWolf

1/2

### Temporary Autonomous Zone



#### Land

Vanishing 3

☾: Add one mana of any color to your mana pool.

*"While I live, I side with life, with anger and sweet lust, against icy premonitions of sepulcher." - Hakim Bey*

1/1

### Treason



#### Sorcery

Gain control of target creature until end of turn. Untap it. It gains trample and haste until end of turn.

*"Shields and swords will win you wars, But in the end, the battle's for our hearts." - Turisas, End of an Empire*

Rowan WalkingWolf

### Twilight of the Machines



#### Sorcery

Choose two - Destroy all artifacts; or destroy all enchantments; or destroy all non-basic lands.

*"Their world, this throne to Progress, reduced to ashes..." - Peregrine of Penn's Woods*

1/1

### Ursula Le Guin



#### Legendary Creature — Anarchist Wizard

Hexproof, defender

Whenever you're dealt damage, you may put that many 1/1 red and green Anarchist tokens onto the battlefield.

*"It is good to have an end to journey toward, but it is the journey that matters in the end."*

Rowan WalkingWolf

0/3

### Vandalize



#### Sorcery

Destroy target artifact. Then, put X 1/1 red and green Anarchist tokens onto the battlefield where X is that artifact's converted mana cost.

*"Lifeless they fall apart, leafless trees, the epitaph of the sun..." - Empyrium*

1/1





Voltairine de Cleyre

2



Legendary Creature — Anarchist Warrior

Anarchists you control have exalted. When Voltairine de Cleyre attacks alone, it's unblockable this combat.

*"Through a crucified life or an agonized death, I am firmly wrought in the endless thread of Destiny."*

2/2

Rowan WalkingWolf

Wazyatawin

3



Legendary Creature — Anarchist Warrior

Horsemanship

Tap seven untapped Anarchists you control: Gain control of all lands target player controls.

*"One does not sell the earth upon which the people walk." - Crazy Horse*

3/3

Rowan WalkingWolf

Winstanley's True Leveling

3



Sorcery

Each player chooses a number of permanents he or she controls equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player chooses and discards cards in their hand in the same way.

*Property is the cause of all bloodshed.*

Rowan WalkingWolf

Wobbly Hall



Land

**C**: Add **C** to your mana pool.

**1 C**: Wobbly Hall becomes a 2/1 red Anarchist creature with double strike until end of turn. It's still a land.

*There IS power in a union!*

Rowan WalkingWolf

Wolfi, the Feral Faun

6



Legendary Creature — Anarchist Minotaur

Trample

Whenever you tap a land for mana, add one mana to your mana pool of any type that land produced.

When an opponent taps a land for mana, that land doesn't untap during its controller's next untap step.

7/6

Rowan WalkingWolf

Workers' Council

2



Creature — Anarchist Soldier

First strike, haste

**1 C**: Workers' Council gets +1/+0 until end of turn.

*Touched by the radiance that a sudden sun discloses, the People hear us singing Bread and Roses! Bread and Roses!*

2/2

Rowan WalkingWolf

Zapatista Army

5



Creature — Anarchist Juggernaut

Trample

Zapatista Army is indestructible.

If Zapatista Army would be put into a graveyard from anywhere, reveal Zapatista Army and shuffle it into its owner's library.

*"Ya basta!"*

8/8

Rowan WalkingWolf

Zerzan the Heretic

2



Legendary Creature — Anarchist Shaman

Deathtouch, protection from red

Other Anarchists you control get +1/+1 and have protection from red.

*"Culture has led us to betray our own aboriginal spirit and wholeness, into an ever-worsening realm of synthetic, isolating, impoverishing estrangement."*

3/2

Rowan WalkingWolf







**Zine Library** 2



**Artifact**

You have no maximum hand size.

☉: Add 1 to your mana pool.

3, ☉: Draw a card.

*"To be conscious that you are ignorant is a great step toward knowledge."*  
— Benjamin Disraeli

Rowan WalkingWolf

**City of Brass**



**Land** 2

Whenever City of Brass becomes tapped, it deals 1 damage to you.

☉: Add one mana of any color to your mana pool.

*"Enter this palace-gate and ask the news of greatness fallen into dust and clay."*  
—The Arabian Nights, trans. Burton

Illus. Jung Park

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**Grand Coliseum**



**Land**

Grand Coliseum enters the battlefield tapped.

☉: Add 1 to your mana pool.

☉: Add one mana of any color to your mana pool. Grand Coliseum deals 1 damage to you.

**Command Tower**



Triumvirate of Man - Ensoleille

**Cavern of Souls**



**Land**

As Cavern of Souls enters the battlefield, choose a creature type.

☉: Add 1 to your mana pool.

☉: Add one mana of any colour to your mana pool. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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**Reflecting Pool**



☉: Add to your mana pool one mana of any type that any land you control can produce.

**Land**

Parallel Pam

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**Thran Quarry**



**Land**

At the beginning of each end step, if you control no creatures, sacrifice Thran Quarry.

☉: Add one mana of any color to your mana pool.

**Vesuva**



**Land**

You may have Vesuva enter the battlefield tapped as a copy of any land on the battlefield.

*It is everywhere you've ever been.*

Zoltan Boros & Gabor Szekely

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**Strip Mine**

♦: Add one colorless mana to your mana pool.  
 ♦: Sacrifice Strip Mine to destroy target land.  
*Unlike previous conflicts, the war between Urza and Mishra made Domimia itself a casualty of war.*

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Justin Yun

**Wasteland**

Land

⚡: Add 1 to your mana pool.  
 ⚡, Sacrifice Wasteland: Destroy target nonbasic land.

Steven Belledin  
2013 Z's Proxy Factory \*NOT FOR SALE\*

**Karplusan Forest**

Land

⚡: Add 1 to your mana pool.  
 ⚡: Add ⚡ or ⚡ to your mana pool. Karplusan Forest deals 1 damage to you.

John Avon

**Taiga**

Land — Mountain Forest

Slonca Jeslen

**Stomping Ground**

Land — Mountain Forest

(⚡: Add ⚡ or ⚡ to your mana pool.)

As Stomping Ground enters the battlefield, you may pay 2 life. If you don't, Stomping Ground enters the battlefield tapped.

Mountain Forest

Ferdinand Ladera

**Mana Confluence**

Land

⚡, Pay 1 life: Add one mana of any color to your mana pool.  
*Five rivers encircle Theros, flowing with waters more ancient than the world itself.*

Richard Wright

**Temple of Abandon**

Land

Temple of Abandon enters the battlefield tapped.  
 When Temple of Abandon enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)  
 ⚡: Add ⚡ or ⚡ to your mana pool.

Mike Bierck

**No Gods, No Masters!**

Sorcery

Choose one — Destroy all legendary creatures; or exile all gods; or destroy all legendary creatures and exile all gods.  
*"The first revolt is against the supreme tyranny of theology, of the phantom of God. As long as we have a master in heaven, we will be slaves on earth."*

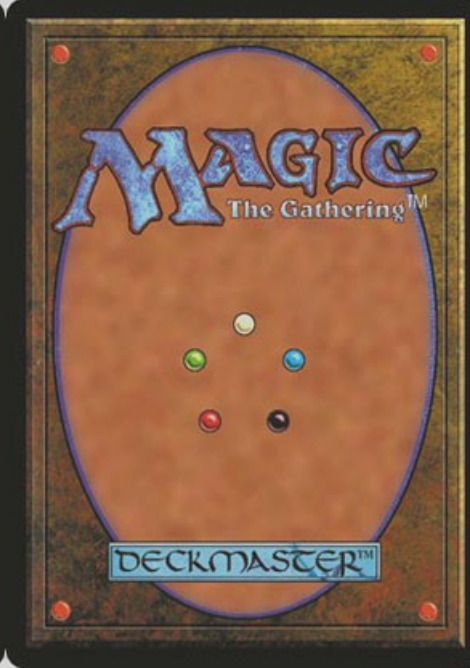
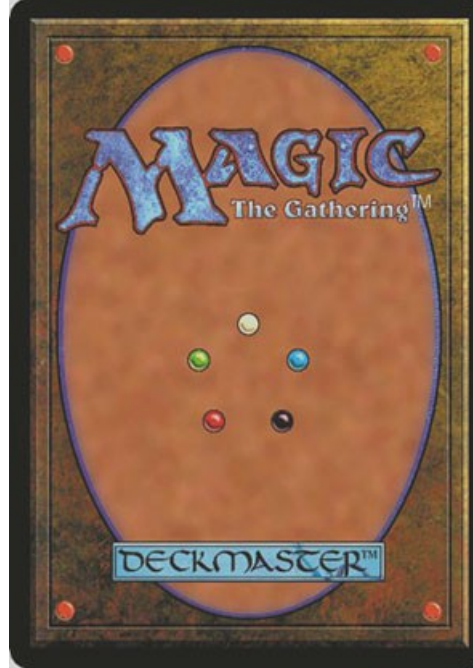
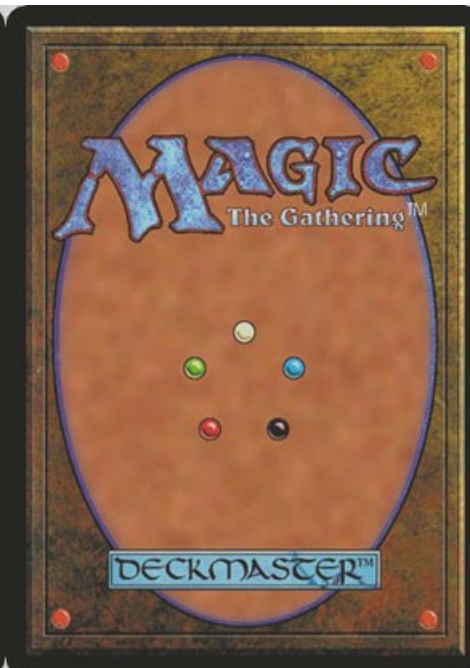
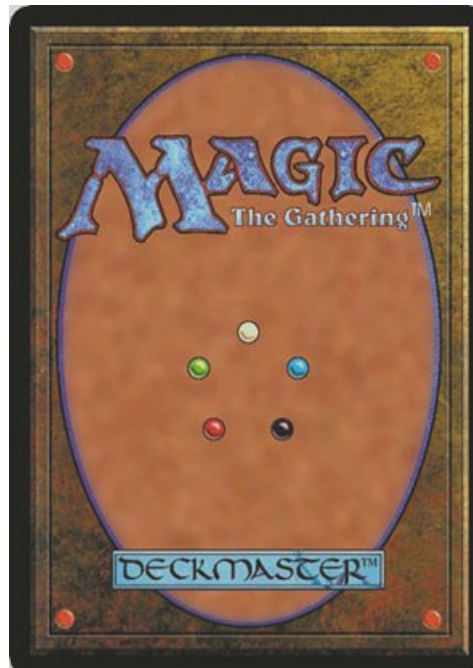
Rowan WalkingWolf













**ANARCHIST**

**Creature — Anarchist**

1 ♣, Sacrifice this permanent:  
Destroy target artifact or  
enchantment.

— Rowan WalkingWolf **1/1**

**ANARCHIST**

**Creature — Anarchist**

Haste

— Rowan WalkingWolf **2/1**

**ANARCHIST**

**Creature — Anarchist**

— Rowan WalkingWolf **1/1**

**ANARCHIST**

**Creature — Anarchist**

— Rowan WalkingWolf **1/1**

**ANARCHIST**

**Creature — Anarchist**

— Rowan WalkingWolf **1/1**

**ANARCHIST**

**Creature — Anarchist**

— Rowan WalkingWolf **1/1**

**BLACK BLOC**

**Creature — Anarchist Warrior**

Haste

At the beginning of your upkeep, put a token  
that's a copy of Black Bloc onto the battlefield.

— Rowan WalkingWolf **1/1**

**BONNOT GANG**

**Creature — Anarchist Rogue**

Haste

At the beginning of your upkeep, put a token  
that's a copy of Bonnot Gang onto the  
battlefield.

— Rowan WalkingWolf **2/1**

