



MAGIC
The Gathering[®]

AMONKHET

PLAYER'S GUIDE

Illus. Aleksí Briclot



A GLORIOUS CIVILIZATION

By Ethan Fleischer, *Amonkhet*™ co-lead designer

Discover the ancient and powerful civilization of Amonkhet. The people of this fertile valley raise monuments to the glory of their gods and compete for their blessings. But something sinister lurks beneath the orderly façade of this society.

The *Amonkhet* set began with a simple question: what if **Magic**™ did its own take on ancient Egypt? There could be a plane with scorching deserts, shambling mummies, and awe-inspiring monuments.



That sounded great, but what could make it even better? What if the villainous Planeswalker Nicol Bolas ruled the world? What if he was the chief god of the pantheon there? What would a world built in Bolas's image look like? It would be a cruel, dangerous world of lies and oppression.



But one more piece was needed to round it out. What about battles to the death, fought to achieve the God-Pharaoh's promise of a glorious afterlife? The five trials—each associated with one of the five **Magic** colors—give structure to this society and to the set.



AMONKHET MECHANICS

The abilities in *Amonkhet* are representative of the God-Pharaoh's perfect society. Tireless effort is rewarded with glory, and death is merely another chance to serve. Playing with this set will give you a new appreciation of the graveyard, with Zombies rising from the dead at every turn and spells that find new usefulness after they've been cast. Pack your decks with battle-hardened initiates and fearsome demons of the desert wastes.

Embalm

The God-Pharaoh has ensured that death on Amonkhet doesn't stop you from serving him. The new ability *embalm* allows the dead to return to the battlefield. In this case, the embalming ritual involves exiling a creature card with embalm from your graveyard and paying a bit of mana to achieve a glorious result. You get a Zombie copy of the original creature, ready to battle again! And we wouldn't want to keep what that looks like under wraps, so each card with embalm even has a corresponding token card.



Aftermath

Creatures aren't the only thing popping out of the graveyard to shake up your games. Cards with *aftermath* are split cards with a new twist. Start with the top half that you can cast from your hand like normal. Follow up with the bottom half that you can cast only from your graveyard. You don't have to cast both halves on the same turn, but doing so will frequently be awesome.



Cycling

Ask initiates on Amonkhet about being ready for battle, and they'll say you need the right weapon at the right time. **Magic** games are no different. You need the right card at the right time, and cycling can help you a lot. This returning mechanic lets you pay a cost and discard the card to draw a new card. Cycling offers great flexibility. Often times you'll need that card, but some situations may dictate otherwise.



Exert

To stand apart from other initiates and seize the glory before them, some of Amonkhet's hardest warriors simply try harder. To reflect this fighting spirit, some creatures have an ability that lets you *exert* them as they attack. Squeezing maximum effort out of these creatures will produce some great effects, but it will tire them out. An exerted creature won't untap during your next untap step. Still, you may find that having to give your creature a turn to rest is well worth the bonuses that exerted attack unlocks.

THE TOP TEN COOLEST AMONKHET CARDS

By Bryan Hawley, Magic designer

1. NISSA, STEWARD OF ELEMENTS

Everyone's favorite nature mage returns with a whole new suite of tricks, expanding into blue as well as green. She's also the first planeswalker card with an X in her cost. Whether she comes with one loyalty or nine, Nissa gives you options to spare.



2. KEFNETH THE MINDFUL

The gods of Amonkhet are more corporeal than other gods we've seen in Magic, and each has a characteristic they value above all others. As the god of knowledge, Kefnet provides a constant stream of resources and can hit brutally hard if you meet his conditions.

3. TRIAL OF SOLIDARITY

What's more exciting than pumping your whole team? Doing it again! With enough mana, Trials and Cartouches can create extremely powerful turns.



4. LILIANA, DEATH'S MAJESTY

A society fixated on death, where zombies abound? Amonkhet is Liliana's kind of place. Liliana excels at creating hordes of Zombies, while providing fuel for . . . well, more Zombies!

5. NEVER [TO] RETURN

Aftermath lets you get an additional effect out of your spells after casting them, or pull ahead if they find their way to your graveyard through other means. Often, the two halves go hand-in-hand. For example, once you've cast Never, you're guaranteed to have a card for Return!





6. AS FORETOLD

Whether As Foretold is supercharging your turns or keeping countermagic available when you're tapped out, after a few turns this enchantment can make the world your oyster.

7. GLORYBRINGER

The terror of the arena, Glorybringer is a force to be reckoned with. Giving up a future attack to burn one of your opponent's creatures to a crisp is a fine deal.



8. HONORED HYDRA

Embalm is usually used to give a creature an encore, but Honored Hydra begs to bypass being cast and instead come roaring out of the graveyard early in the game. If you can find a way to get it into your graveyard in the first few turns, you'll get a 6/6 trampler for just four mana.

9. WAYWARD SERVANT

The Zombies of Amonkhet have many jobs, and this one's is definitely to press your advantage. A white-black Zombies deck is usually fast and aggressive, and Wayward Servant is a great way to get in the last few points of damage if your assault tapers off.



10. CHANNELER INITIATE

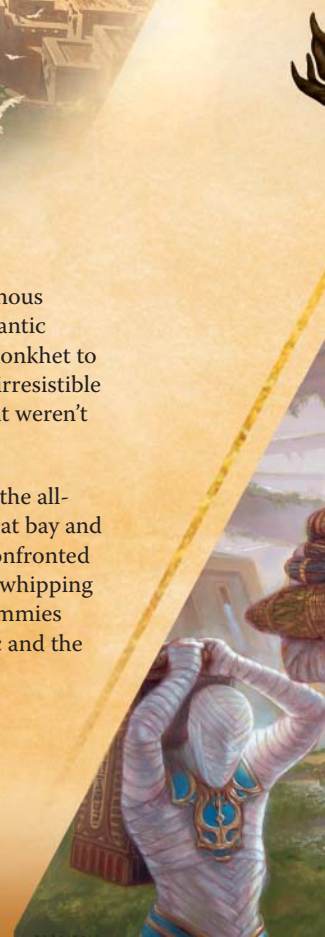
A very unusual mana creature, Channeler Initiate can't provide an endless stream of resources, but that's a good thing! By burning through its -1/-1 counters, it eventually gives up its life of imitating a land and turns into the attacker it always wanted to be.



THE WORLD OF AMONKHET

Amonkhet is a world of endless desert, plagued by marauding mummies, ravenous sandwurms, malicious demons, and a host of unimaginable terrors. A necromantic phenomenon called the Curse of Wandering causes any being that dies on Amonkhet to rise again as the mummified undead, burdened with insatiable hunger and an irresistible drive to attack the living. This could have been a world given over to horror if it weren't for a single, gleaming city that stands amidst it all: Naktamun.

Naktamun is protected by a magical barrier known as the Hekma. A gift from the all-powerful but absent God-Pharaoh, the Hekma keeps the horrors of the desert at bay and allows life to flourish within the city. Every day, the people of Naktamun are confronted by the truth of what their lives would be if the Hekma barrier were to fall. The whipping sands of the brutal desert assault the transparent barrier, hordes of cursed mummies press against it, and monsters as tall as monuments strike at it. Only the magic and the might of the gods hold them off.





This is a civilization at its height. Massive, gold-encrusted monuments tower over a fertile river valley. A pantheon of five benevolent, animal-headed gods rewards the faithful. The people's needs are tended to by ranks of hard-working serving mummies. Naktamun is a paradise.

Soon, the God-Pharaoh will return to bring the people to a wondrous afterlife. The Second Sun, a magical orb that marks the time until the God-Pharaoh's arrival, has nearly reached its final resting place between the distant horns of his monument. The people of Naktamun are in a frenzy of preparation, anxious to complete the five trials and prove their worth before the final hour. An eternal life awaits!



THE JOURNEY TO THE AFTERLIFE

The promised afterlife awaits those who prove they are worthy. It's the aim of all people who live in Naktamun—human, naga, aven, minotaur, and khenra—to earn a place alongside the God-Pharaoh.



Acolytes

Children as young as five are invited to become acolytes. Along with the others in their birth year, they are known as the year's crop. As part of their preparation, a crop must construct a ceremonial obelisk. The task can take over a decade, and as they work, the acolytes strengthen their bonds of friendship, demonstrating that when the time comes in the final trial they will do the honor of granting each other Glorified Deaths.

Illus. Christine Choi and Magali Villeneuve

The Ceremony of Measurement

Their time as acolytes comes to a close when a crop is called to stand before the pantheon of gods for the Ceremony of Measurement. Through the magic of the ritual, the gods can see the true heart of each acolyte. Those judged worthy become the God-Pharaoh's initiates or are selected by the individual gods to become viziers in service to the gods. Those judged unworthy are culled from the crop and exiled from the city.

Initiates

The majority of those judged at the Ceremony of Measurement become initiates. Initiates will face the five trials that test the five aspects of worthiness: Solidarity, Knowledge, Strength, Ambition, and Zeal.

For each trial passed, initiates earn a cartouche, an amulet inlaid with shimmering blue lazotep and imbued with the magic of the God-Pharaoh. Each successive cartouche is attached to the one above, so they form a line running down the initiate's chest. The God-Pharaoh teaches that this record of the initiate's achievements preserves the initiate's essence, safeguarding their life force for the journey to the afterlife.

The Trial of Zeal, the last of the five, is a combat to the death. The bodies of the worthy dead who succeeded at all five trials are carried through the Gate to the Afterlife on a funerary barge. They will wait in a glorious oasis until the God-Pharaoh arrives to welcome them as eternal in the afterlife.



Viziers

At the Ceremony of Measurement, a select few are chosen by one of the five gods for honorable service as a vizier. Viziers perform a number of essential tasks: they lead rituals, oversee the trials, teach and train acolytes and initiates, keep watch over the protective Hekma, and carry out the will of the gods. They do not earn five cartouches as the initiates strive to do. Instead they are given a single cartouche to represent their mastery of one aspect of worthiness. Their devotion is rewarded with a Glorified Death at the end of their service.





Serving Mummies

While all strive to prove they are worthy of the afterlife, not everyone succeeds. An acolyte may perish in training, an initiate may die in a trial, or a vizier may pass before having the chance to prove devotion. The God-Pharaoh has promised that the fallen, though unworthy, will not spend eternity in the desert suffering from the Curse of the Wandering. Their bodies are carefully embalmed, anointed, and awakened to serve.

Each of the anointed is given a cartouche that directs them to a particular form of service. They may harvest food, quarry stone, construct buildings, cook and clean, care for children, dispose of waste, assist in ceremonies, spar with acolytes, lead drills for initiates, load the funerary barges, or embalm the bodies of others like themselves. A second lifetime of service will earn them a place as attendants in the afterlife.

Unworthy Dissenters

Even in the paradise-like oasis of Naktamun, there are dissenters who doubt the teachings of the God-Pharaoh. They refuse to follow a path that would lead them to the afterlife. Punishment for dissenters is severe. Angels bind them in special sarcophagi, called Tombs of Disgrace, which leave the prisoners' hands exposed. The sarcophagi line the streets of Naktamun for all to look upon in what is known as a Display of Doubt. When the display concludes, the angels carry the dissenters through the Hekma and into the desert beyond where they are left to be consumed by the Curse of Wandering.



THE PANTHEON OF GODS

In the absence of the God-Pharaoh, five gods rule over Amonkhet. They believe they were created by the God-Pharaoh to act as his stewards, to protect the people, and to guide them through the five trials to the afterlife. If they execute their duties faithfully, they too will be welcomed to the afterlife.

The gods have humanlike bodies and heads of living gold that resemble the heads of animals—Oketra, a cat; Kefnet, an ibis; Rhonas, a cobra; Bontu, a crocodile; and Hazoret, a jackal. They stand thirty feet tall, wield enormous weapons, possess immense physical power and magical might, and are nearly invulnerable.

Daily, the gods can be found among their people, teaching the virtues they embody. Each god is responsible for training and testing initiates in one aspect of worthiness. The five trials are held in the gods' monuments: massive, awe-inspiring structures shaped like the gods' heads that line the Luxa River.

OKETRA THE TRUE

Cat-headed god of solidarity.
White-aligned.

To be in Oketra's presence is to be awed and inspired. She is an archer with unshakable focus who never misses her mark. Her arrows are made from the light of the Second Sun, and a single wound is enough to take down even the largest desert horror.

The Trial of Solidarity

Oketra's is the first trial initiates undertake. A crop enters her monument to find their obelisk, which they worked for years to construct, standing in the center of the chamber. At the beginning of the trial, Oketra shoots a massive arrow to the far side of the chamber. The floor of the monument shifts, creating a treacherous landscape, and all manner of enemies swarm in—viziers, anointed mummies, horned beasts, and even angels. The enemies assault both the initiates and their obelisk. The crop must work together to defend their obelisk and retrieve Oketra's arrow. They succeed or fail together.



"The worthy shall respect the worthy. In the afterlife, all will stand united."

—Inscription on Oketra's monument



KEFNET THE MINDFUL

Ibis-headed god of knowledge.

Blue-aligned.

Kefnet knows all, from the deepest fears in the hearts of the initiates to the wondrous truths of the afterlife. With his glorious golden wings, he soars over Naktamun, observing everything and everyone. He considers the city under his protection; his command over water and illusion sustains the Hekma barrier.

The Trial of Knowledge

Kefnet welcomes initiates to his trial with a spell that dampens their physical instincts, forcing them to depend on their mental acumen and spellcasting abilities. A vast labyrinth of water and illusion extends before them. The maze defies reality. It is filled with threats like illusory horrors, traps, and false doors—all curated to play on the fears of the individual initiates. Not only must the initiates navigate this labyrinth of terror, but they must also realize the glyphs on the walls hold the key to passing the trial: a spell that will reveal the true exit. Without this spell, they will drown in the final room. A truly wise initiate will feel barely a drop of water.

"The worthy shall cultivate a nimble mind to perceive the glorious wonders that await them."

—Inscription on Kefnet's monument

RHONAS THE INDOMITABLE

Cobra-headed god of strength.

Green-aligned.

To Rhonas, strength is all. Strength encompasses physical forcefulness, speed, endurance, mental reflexes, willpower, and determination. He believes he has obtained perfect strength. Without hesitation, he rushes into battle to protect the city and its people from desert horrors, wielding his powerful weapon and poisonous fangs.

The Trial of Strength

Rhonas has little patience for the weak, which is why he made entry into his monument a trial of its own. Initiates must climb thorny vines and ride down a raging waterfall. Rhonas greets those who survive, informing them that toxin from the thorns has left them incapable of spellcasting; they must depend on their physical prowess. Within the monument, a seemingly endless jungle is filled with territorial beasts and poisonous hazards. It takes days for initiates to reach the heart of the jungle where they find an ancient basilisk. They must claim one of the basilisk's scales, which holds the cure for the toxin. But that is not the end. Initiates must still cross the final half of the jungle.



*"The worthy shall hone a strong body
to endure the boundless energies
of the afterlife."*

—Inscription on Rhonas's monument



BONTU THE GLORIFIED

Crocodile-headed god of ambition.
Black-aligned.

Bontu is a solitary being. She spends most of her time in the embalming chambers under Naktamun. It's her duty to oversee the preparation of the anointed, and in turn she selects the best of the serving mummies to tend to her every need. Bontu believes that among the gods she is the most worthy, and she intends to prove her worth to the God-Pharaoh.

The Trial of Ambition

Ten members of a crop enter the Trial of Ambition, where they are made to compete rather than cooperate. The further they advance, the more pressure they come under to turn on each other. In the final chamber, Bontu informs the remaining initiates that there are three doors, and their starting position in the final Trial of Zeal will be determined by the door through which they exit. The initiates are forced to act quickly as swarms of flesh-eating scarab beetles enter the room. It is the initiate willing to put personal glory over friendship who will achieve the highest honor.

*"The worthy shall strive for greatness.
Supremacy in life leads to supremacy
in the afterlife."*

—Inscription on Bontu's monument

HAZORET THE FERVENT


Jackal-headed god of zeal.

Red-aligned.

Hazoret believes she is the daughter of the God-Pharaoh, made of the same magic as the Second Sun and the fire of the God-Pharaoh's breath. In turn, she sees the initiates who pass the first four trials as her children. She celebrates with these glorified initiates before the final trial, and it falls to her to grant them a Glorified Death.

The Trial of Zeal

All who enter the final trial have earned the rank of worthy and will be invited to the afterlife. This trial determines what place each shall have, and it ends with Glorified Death for all. Hazoret's trial takes place in the arena of her monument, known as the Proving Ground. A series of escalating combats pit initiates against each other. The surviving initiates from each combat climb to the next platform, moving up the Steps of Battle. The bodies of those who die are carried to funerary barges, which will take them through the Gate to the Afterlife. When only one initiate remains, Hazoret grants that initiate the most Glorified Death with her forked staff. Her gift is eternal honor.



"The worthy shall rush to the God-Pharaoh's side with relentless zeal, rising to overcome every obstacle."

—Inscription on Hazoret's monument



THE GATEWATCH COMES TO AMONKHET

After their victory over Tezzeret on Kaladesh, the five Planeswalkers of the Gatewatch—Gideon Jura, Jace Beleren, Liliana Vess, Chandra Nalaar, and Nissa Revane—learned that the dragon Planeswalker Nicol Bolas was behind Tezzeret's schemes. He planned to create a Planar Bridge, which if finished would pose a significant threat to the Multiverse. Without hesitation, they traveled to Amonkhet to confront Nicol Bolas before he completes his nefarious plans.

Knowing that Amonkhet was Nicol Bolas's stronghold, the Gatewatch expected to find a hellscape, and they were shocked to discover the protected oasis of Naktamun. Gideon was enamored by the genuine care the gods showed for the people; they seemed far more kind than the gods on his home world of Theros. He longed to get to know these divine beings better, so he entered the trials.





Meanwhile, Liliana had her own selfish reason for traveling to Amonkhet: her plan to enlist the help of the Gatewatch to kill Razaketh, the third demon to whom she was bound in contract.

But Nissa was unsettled by the darkness she could feel pervading the cursed land. Together with Chandra, she discovered that things were not as glorious as they first seemed. People who did nothing more than doubt the God-Pharaoh's teachings were locked in sarcophagi and cast out to die. In a rage, Chandra liberated the prisoners, including the fierce dissenter Samut.

Gideon too discovered that Nicol Bolas's influence ran deep, affecting even the gods. Nicol Bolas had established himself as God-Pharaoh, and the people and gods of Amonkhet believed he would return to welcome them to the afterlife when the magical Second Sun came to rest between the horns of his statue. Whatever the dragon Planeswalker's plan was for the people, the Gatewatch were sure it wasn't good. They prepared to face Nicol Bolas when he arrives, ready to do whatever it takes to stop him, even if that means standing against the world's gods.

*Five moments of the **Amonkhet** story—called “story spotlights”—are shown on cards. You can identify these cards by the large Planeswalker symbol behind their text. Read more about these five events and the rest of the story at mtgstory.com.*

AMONKHET™

CARD ENCYCLOPEDIA

Angel of Sanctions 3 ♦ ♦



Creature — Angel ♦

Flying
When Angel of Sanctions enters the battlefield, you may exile target nonland permanent an opponent controls until Angel of Sanctions leaves the battlefield.

Embalam 3 ♦ (3 ♦, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Angel with no mana cost. Embalam only as a sorcery.)

053/289 M
AKH • EN • MIH YIM

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3/4

Anointed Procession 3 ♦ ♦



Enchantment ♦

If an effect would create one or more tokens under your control, it creates twice that many of those tokens instead.

*"The gods here may walk among the people, but they are not with them."
—Gideon Jura*

052/288 B
AKH • EN • VICTOR ADAMI MINGOZ

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enlighten.com

Anointer Priest 1 ♦



Creature — Human Cleric ♦

Whenever a creature token enters the battlefield under your control, you gain 1 life.

Embalam 3 ♦ (3 ♦, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Human Cleric with no mana cost. Embalam only as a sorcery.)

053/289 C
AKH • EN • LAKE HOPPITT

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1/3

Approach of the Second Sun 6 ♦ ♦



Sorcery ♦

If Approach of the Second Sun was cast from your hand and you've cast another spell named Approach of the Second Sun this game, you win the game. Otherwise, put Approach of the Second Sun into its owner's library seventh from the top and you gain 7 life.

053/289 B
AKH • EN • NOAH BRADLEY

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Aven Mindcensor 2 ♦



Creature — Bird Wizard ♦

Flash
Flying
If an opponent would search a library, that player searches the top four cards of that library instead.

"The only question we need to ask is how best to fulfill the will of the God-Pharaoh."

053/289 B
AKH • EN • ERIC DESCHAMPS

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2/1

Binding Mummy 1 ♦



Creature — Zombie ♦

Whenever another Zombie enters the battlefield under your control, you may tap target artifact or creature.

What the gods decree, the mummies enforce.

053/289 C
AKH • EN • SHREYA SHETTY

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2/2

Cartouche of Solidarity 



Enchantment — Aura Cartouche 

Enchant creature you control
When Cartouche of Solidarity enters the battlefield, create a 1/1 white Warrior creature token with vigilance.
Enchanted creature gets +1/+1 and has first strike.

007/269 C
AKH • EN • KEIRAN YANER

Cast Out  



Enchantment 

Flash
When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.
Cycling * (*, Discard this card: Draw a card.)

008/269 U
AKH • EN • MEGAN VILLENEUVE

Compulsory Rest  



Enchantment — Aura 

Enchant creature
Enchanted creature can't attack or block.
Enchanted creature has "2, Sacrifice this creature: You gain 2 life."
The pain of death is nothing compared to the pain of failure.

009/269 C
AKH • EN • ERIC DESCHAMPS

Devoted Crop-Mate  



Creature — Human Warrior 

You may exert Devoted Crop-Mate as it attacks. When you do, return target creature card with converted mana cost 2 or less from your graveyard to the battlefield. (An exerted creature won't untap during your next untap step.)

010/269 U
AKH • EN • JORDAN BOBOS

Djeru's Resolve 



Instant 

Untap target creature. Prevent all damage that would be dealt to it this turn.
Cycling 2 (2, Discard this card: Draw a card.)
"When I wish to be strong, I train. When I wish to be wise, I study. When I wish to rest, I start again."

011/269 C
AKH • EN • KEIRAN YANER

Fan Bearer 



Creature — Zombie 

2, ☞: Tap target creature.
Rest sometimes requires the right prompting.

012/269 C
AKH • EN • ANTHONY PALMISTO

Forsake the Worldly  



Instant 

Exile target artifact or enchantment.
Cycling 2 (2, Discard this card: Draw a card.)
"Why cling to these trappings? They are but tools and affections. True wealth can be possessed only in the afterlife."

013/269 C
AKH • EN • STEVE ARDRE

Gideon of the Trials   



Planeswalker — Gideon 

+1 : Until your next turn, prevent all damage target permanent would deal.
0 : Until end of turn, Gideon of the Trials becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.
0 : You get an emblem with "As long as you control a Gideon planeswalker, you can't lose the game and your opponents can't win the game."

014/269 B
AKH • EN • BEN

Gideon's Intervention   



Enchantment 

As Gideon's Intervention enters the battlefield, choose a card name.
Your opponents can't cast spells with the chosen name.
Prevent all damage that would be dealt to you and permanents you control by sources with the chosen name.

015/269 B Step: Straight 5/5
AKH • EN • DICKSON

Glory-Bound Initiate 1 ★

Creature — Human Warrior

You may exert Glory-Bound Initiate as it attacks. When you do, it gets +1/+3 and gains lifelink until end of turn. *(An exerted creature won't untap during your next untap step.)*

"Fly as an arrow through the trials, and never waver in your course."
—Oketra, god of solidarity

016/269 R
ARCH • EN • DAVID RUIBRO

3/1

Gust Walker 1 ★

Creature — Human Wizard

You may exert Gust Walker as it attacks. When you do, it gets +1/+1 and gains flying until end of turn. *(An exerted creature won't untap during your next untap step.)*

"I'm never unarmed."

017/269 C
ARCH • EN • JASON BAILEY

2/2

Impeccable Timing 1 ★

Instant

Impeccable Timing deals 3 damage to target attacking or blocking creature.

"To a trained warrior, there is scarcely a more potent weapon than patience."

018/269 C
ARCH • EN • KEV WALKER

In Oketra's Name 1 ★

Instant

Zombies you control get +2/+1 until end of turn. Other creatures you control get +1/+1 until end of turn.

"A single grain of sand is insignificant, but a sandstorm can reduce pyramids to dust. Stand with your crop. Become the storm."
—Oketra, god of solidarity

019/269 R
ARCH • EN • NIEL HANIN

Mighty Leap 1 ★

Instant

Target creature gets +2/+2 and gains flying until end of turn.

"I feel the presence of the God-Pharaoh in the Second Sun, and I rise upon its rays."

020/269 C
ARCH • EN • SIOBHAN CHATFIELD

Oketra the True 3 ★

Legendary Creature — God

Double strike, indestructible
Oketra the True can't attack or block unless you control at least three other creatures.

3★: Create a 1/1 white Warrior creature token with vigilance.

021/269 R
ARCH • EN • CHASE STONE

3/6

Oketra's Attendant 3 ★

Creature — Bird Soldier

Flying
Cycling 2 (2, Discard this card: Draw a card.)

Embalh 3★ (3★, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Bird Soldier with no mana cost. Embalh only as a sorcery.)

022/269 R
ARCH • EN • LARI BROWNE

3/3

Protection of the Hekma 4 ★

Enchantment

If a source an opponent controls would deal damage to you, prevent 1 of that damage.

Part of the acolytes' training is to walk along the Hekma, staring out at the ravens horrors kept at bay by the God-Pharaoh's barrier.

023/269 C
ARCH • EN • RYAN ALEXANDER LEE

Regal Caracal 3 ★

Creature — Cat

Other Cats you control get +1/+1 and have lifelink.

When Regal Caracal enters the battlefield, create two 1/1 white Cat creature tokens with lifelink.

Oketra's closest viziers are known as her chosen, though others may have a better claim to that moniker.

024/269 R
ARCH • EN • FELIP BORGES

3/3

Renewed Faith 2

Instant

You gain 6 life.
Cycling 1* (1*, Discard this card: Draw a card.)
When you cycle **Renewed Faith**, you may gain 2 life.
"To see gods among the people, part of their daily lives... It's inspiring."
—Liliana Vess

025/260 U Story Spotlight 1/2
AKH • EN • WESLEY DUEY

Rhet-Crop Spearmaster 2

Creature — Human Warrior

You may exert **Rhet-Crop Spearmaster** as it attacks. When you do, it gets +1/+0 and gains first strike until end of turn. (An exerted creature won't untap during your next untap step.)
"In the afterlife, I'll have no need of sleep. And until then, I have no time for it!"

026/260 C
AKH • EN • DAN SCOTT

Sacred Cat

Creature — Cat

Lifelink
Embalmlink * (*, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white **Zombie Cat** with no mana cost. **Embalmlink** only as a sorcery.)

027/260 C
AKH • EN • ZEEBIE CHEN

Seraph of the Suns 5

Creature — Angel

Flying
Indestructible (Damage and effects that say "destroy" don't destroy this creature. If its toughness is 0 or less, it's still put into its owner's graveyard.)
"Angels? My feelings remain unchanged."
—Liliana Vess

028/260 U
AKH • EN • WISHKA NELSON

Sparring Mummy 3

Creature — Zombie

When **Sparring Mummy** enters the battlefield, untap target creature.
Aspiring to earn their place in the afterlife, acolytes train every day against those who fell short of that glory.

029/260 C
AKH • EN • BRIAN PANDOLFI

Supply Caravan 4

Creature — Camel

When **Supply Caravan** enters the battlefield, if you control a tapped creature, create a 1/1 white Warrior creature token with vigilance.
"We each have a weight to carry on the road to the afterlife."
—Okteta, god of solidarity

030/260 C
AKH • EN • NELS BLANK

Tah-Crop Elite 3

Creature — Bird Warrior

Flying
You may exert **Tah-Crop Elite** as it attacks. When you do, creatures you control get +1/+1 until end of turn. (An exerted creature won't untap during your next untap step.)

031/260 C
AKH • EN • BRIAN VITALE

Those Who Serve 2

Creature — Zombie

"The dead perform all the work here—farming, building, teaching, even embalming their fellow mummies. The living need do nothing but train. What system could be more perfect?"
—Temmet, vizier of Naktamun

032/260 U
AKH • EN • YOLENE BAGA

Time to Reflect

Instant

Exile target creature that blocked or was blocked by a **Zombie** this turn.
"Occasionally, there are those who refuse to appreciate all that the God-Pharaoh provides for us."
—Temmet, vizier of Naktamun

033/260 U
AKH • EN • DILLIBEN

Trial of Solidarity 2

Enchantment

When Trial of Solidarity enters the battlefield, creatures you control get +2/+1 and gain vigilance until end of turn.

When a Cartouche enters the battlefield under your control, return Trial of Solidarity to its owner's hand.

"You will succeed as one or fail as many."

024/260 U
AKH • EN • DANIEL LIVINGSTON

Trueheart Duelist 1

Creature — Human Warrior

Trueheart Duelist can block an additional creature each combat.

Embalm 2* (2*, *Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Human Warrior with no mana cost. Embalm only as a sorcery.*)

2/2

025/260 U
AKH • EN • JEFF

Unwavering Initiate 2

Creature — Human Warrior

Vigilance

Embalm 4* (4*, *Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Human Warrior with no mana cost. Embalm only as a sorcery.*)

3/2

026/260 C
AKH • EN • GREG ORLANDINI

Vizier of Deferment 2

Creature — Human Cleric

Flash

When Vizier of Deferment enters the battlefield, you may exile target creature if it attacked or blocked this turn. Return that card to the battlefield under its owner's control at the beginning of the next end step.

2/2

027/260 U
AKH • EN • DIMITRIOS ALEXANDER

Vizier of Remedies 1

Creature — Human Cleric

If one or more -1/-1 counters would be put on a creature you control, that many -1/-1 counters minus one are put on it instead.

"You'll need all your strength for the trials to come."

2/1

028/260 U
AKH • EN • RANDY GALLAGHER

Winged Shepherd 5

Creature — Angel

Flying, vigilance

Cycling * (*, *Discard this card: Draw a card.*)

"When the Hour of Promise arrives, the God-Pharaoh will tear down the Hekma, for its protection will be needed no longer."

—The Accounting of Hours

3/3

029/260 C
AKH • EN • CHRIS BAIN

Ancient Crab 1

Creature — Crab

The banks of the Luxa River attract all manner of predator but only the most resilient of prey.

1/5

030/260 C
AKH • EN • JAMES PRICE

Angler Drake 4

Creature — Drake

Flying

When Angler Drake enters the battlefield, you may return target creature to its owner's hand.

From the time they are hatchlings, river drakes are taught to pull the largest prey from the Luxa.

4/4

031/260 U
AKH • EN • STEVEN YELNOR

As Foretold 2

Enchantment

At the beginning of your upkeep, put a time counter on As Foretold.

Once each turn, you may pay 0 rather than pay the mana cost for a spell you cast with converted mana cost X or less, where X is the number of time counters on As Foretold.

032/260 R
AKH • EN • TOMMY ARNOLD

Aven Initiate 3



Creature — Bird Warrior

Flying

Embalm 6 (6, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Bird Warrior with no mana cost. Embalm only as a sorcery.)

3/2

045/269 C
AKH • EN • JASON KASPER

Cancel 1



Instant

Counter target spell.

"Let me try one of Kefnet's puzzles. This one was too easy."

044/269 C
AKH • EN • MICHAEL KOLLER

Cartouche of Knowledge 1



Enchantment — Aura Cartouche

Enchant creature you control

When Cartouche of Knowledge enters the battlefield, draw a card.

Enchanted creature gets +1/+1 and has flying.

Cartouches chronicle the initiates' achievements in the trials.

045/269 C
AKH • EN • KIERAN TURNER

Censor 1



Instant

Counter target spell unless its controller pays 1.

Cycling (, Discard this card: Draw a card.)

"Why so many questions?"
—Temmet, vizier of Naktamun

046/269 U
AKH • EN • JOHN STANCO

Compelling Argument 1



Sorcery

Target player puts the top five cards of his or her library into his or her graveyard.

Cycling (, Discard this card: Draw a card.)

"How can there be doubt in the presence of such blessings?"
—Ukhat, vizier of initiation

047/269 C
AKH • EN • LUCAS GRACIANO

Cryptic Serpent 5



Creature — Serpent

Cryptic Serpent costs 1 less to cast for each instant and sorcery card in your graveyard.

It slithers through the senses, constricting consciousness and poisoning perceptions.

6/5

048/269 U
AKH • EN • LISA LEBERMAN

Curator of Mysteries 2



Creature — Sphinx

Flying

Whenever you cycle or discard another card, scri 1.

Cycling (, Discard this card: Draw a card.)

To consult, a sphinx is a test in patience. Perhaps that's the point.

4/4

049/269 C
AKH • EN • CHRISTINE COON

Decision Paralysis 3



Instant

Tap up to two target creatures. Those creatures don't untap during their controller's next untap step.

"Eyes see only what is possible. A trained mind can explore the impossible."
—Kefnet, god of knowledge

050/269 C
AKH • EN • VINCENT PRICE

Drake Haven 2



Enchantment

Whenever you cycle or discard a card, you may pay 1. If you do, create a 2/2 blue Drake creature token with flying.

"If you want to truly test your survival skills, walk the Obelisk Path when the drakes are feeding."
—Etha, initiate of Rhet crop

051/269 B
AKH • EN • JOHN SEVERIN BRASSILL





Shimmerscale Drake 4



Creature — Drake

Flying
Cycling 2 (2, Discard this card: Draw a card.)
They are drawn by the brilliant blue glint of the mineral lazotep from the mines below.

3/4

071/260 C
AKH • EN • Tony Foti

Slither Blade 1



Creature — Naga Rogue

Slither Blade can't be blocked.
Some naga initiates move as silently as the sun's reflections on the water.

1/2

071/260 C
AKH • EN • Todd Houser

Tah-Crop Skirmisher 1



Creature — Naga Warrior

Embalming 3 (3, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Naga Warrior with no mana cost. Embalm only as a sorcery.)
Initiates live and train with their crop, the unit that begins the trials together.

2/1

072/260 C
AKH • EN • Victor Adame Minguez

Trial of Knowledge 3



Enchantment

When Trial of Knowledge enters the battlefield, draw three cards, then discard a card.
When a Cartouche enters the battlefield under your control, return Trial of Knowledge to its owner's hand.

073/260 U
AKH • EN • Victor Adame Minguez

Vizier of Many Faces 2



Creature — Shapeshifter Cleric

You may have Vizier of Many Faces enter the battlefield as a copy of any creature on the battlefield, except if Vizier of Many Faces was embalmed, the token has no mana cost, it's white, and it's a Zombie in addition to its other types.
Embalming 3

0/0

074/260 U
AKH • EN • Ryan Yee

Vizier of Tumbling Sands 2



Creature — Human Cleric

*: Untap another target permanent.
Cycling 1 (1, Discard this card: Draw a card.)
When you cycle Vizier of Tumbling Sands, untap target permanent.
"Time is like the Luxa River—though it flows in one direction, it can be diverted."

1/3

075/260 U
AKH • EN • Todd Houser

Winds of Rebuke 1



Instant

Return target nonland permanent to its owner's hand. Each player puts the top two cards of his or her library into his or her graveyard.
"I have foreseen that you will not pass my trial."

076/260 C
AKH • EN • Matthew Bolliger

Zenith Seeker 3



Creature — Bird Wizard

Flying
Whenever you cycle or discard a card, target creature gains flying until end of turn.
Only from the sky can one fully understand the horrors of the coasts and the wonder of the Helma's protection.

2/2

077/260 U
AKH • EN • Jason Kang

Archfiend of Ifnir 3



Creature — Demon

Flying
Whenever you cycle or discard another card, put a -1/-1 counter on each creature your opponents control.
Cycling 2 (2, Discard this card: Draw a card.)

5/4

078/260 U
AKH • EN • Sean McMonaghan

Baleful Ammit 2

Creature — Crocodile Demon

Lifelink
When Baleful Ammit enters the battlefield, put a -1/-1 counter on target creature you control.

*"Not all in our crop deserves the afterlife. We must leave the uncorthy behind, Samut."
—Djeru, initiate of Tah crop*

028/260 U
AKH • EN • SEE MCKENNON

4/3

Blighted Bat 2

Creature — Zombie Bat

Flying
1: Blighted Bat gains haste until end of turn.

Amonkhet's dual suns don't allow for the darkness of night, so bats are most active under the gloom of the frequent sandstorms.

080/260 C
AKH • EN • NIEL BARN

2/1

Bone Picker 3

Creature — Bird

Bone Picker costs 3 less to cast if a creature died this turn.

Flying, deathtouch
They are the first to greet dissenters on their journey into exile.

051/260 U
AKH • EN • YOUNG-BAD BAN

3/2

Bontu the Glorified 2

Legendary Creature — God

Menace, indestructible
Bontu the Glorified can't attack or block unless a creature died under your control this turn.

1: Sacrifice another creature: Scry 1. Each opponent loses 1 life and you gain 1 life.

082/260 C
AKH • EN • CRAIG STONE

4/6

Cartouche of Ambition 2

Enchantment — Aura Cartouche

Enchant creature you control
When Cartouche of Ambition enters the battlefield, you may put a -1/-1 counter on target creature.

Enchanted creature gets +1/+1 and has lifelink.

083/260 C
AKH • EN • KIRIAN TURNER

2/1

Cruel Reality 5

Enchantment — Aura Curse

Enchant player
At the beginning of enchanted player's upkeep, that player sacrifices a creature or planeswalker. If the player can't, he or she loses 5 life.

As Gideon watched the initiate murder his crop-mate, his admiration of the city of Nakamun gave way to horror.

084/260 H Story Spotlight 2/5
AKH • EN • KIRIAN TURNER

History.com

Cursed Minotaur 2

Creature — Zombie Minotaur

Menace (*This creature can't be blocked except by two or more creatures.*)

*"Look! That is why we must never tower. That is what awaits us if we fail."
—Djeru, initiate of Tah crop*

085/260 C
AKH • EN • DAVID PALMISTO

3/2

Dispossess 2

Sorcery

Choose an artifact card name.
Search target opponent's graveyard, hand, and library for any number of cards with the chosen name and exile them. Then that player shuffles his or her library.

086/260 C
AKH • EN • MARK BRUM

2/1

Doomed Dissenter 1

Creature — Human

When Doomed Dissenter dies, create a 2/2 black Zombie creature token.

There is only one fate left to those banished from the God-Pharaoh's city.

087/260 C
AKH • EN • TONY FORT

1/1



Liliana, Death's Majesty 3

Planeswalker — Liliana

Create a 2/2 black Zombie creature token.
 1 Put the top two cards of your library into your graveyard.
 3 Return target creature card from your graveyard to the battlefield. That creature is a black Zombie in addition to its other colors and types.
 7 Destroy all non-Zombie creatures.

037/269 M
 AKH • EN • CHRIS RALLIS

Liliana's Mastery 3

Enchantment

Zombies you control get +1/+1.
 When Liliana's Mastery enters the battlefield, create two 2/2 black Zombie creature tokens.
"There are so many of them. It seems they've just been waiting for someone to serve."

038/269 R
 AKH • EN • KIERAN TANNER

Lord of the Accursed 2

Creature — Zombie

Other Zombies you control get +1/+1.
 1 ♠, ♠: All Zombies gain menace until end of turn.
The Curse of Wandering leaves only hatred.

039/269 U
 AKH • EN • GREGGORY RUTENFRANZ

Miasmatic Mummy 1

Creature — Zombie Jackal

When Miasmatic Mummy enters the battlefield, each player discards a card.
Its breath doesn't assault the senses. It pollutes the mind.

102/269 C
 AKH • EN • E. M. GAY

Nest of Scarabs 2

Enchantment

Whenever you put one or more -1/-1 counters on a creature, create that many 1/1 black Insect creature tokens.
*"They are small, but they always want more. Learn from them."
 —Bontu, god of ambition*

103/269 U
 AKH • EN • IAN A. ENGLE

Painful Lesson 2

Sorcery

Target player draws two cards and loses 2 life.
*"You wish to remember this lesson? I will write it down for you."
 —Senifer, vizier of Bontu*

104/269 C
 AKH • EN • ADRIAN MAREK

Pitiless Vizier 3

Creature — Minotaur Cleric

Whenever you cycle or discard a card, Pitiless Vizier gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)

105/269 C
 AKH • EN • VIKTORIJA BAGA

Plague Belcher 2

Creature — Zombie Beast

Menace
 When Plague Belcher enters the battlefield, put two -1/-1 counters on target creature you control.
 Whenever another Zombie you control dies, each opponent loses 1 life.

106/269 R
 AKH • EN • IAN A. ENGLE

Ruthless Sniper

Creature — Human Archer

Whenever you cycle or discard a card, you may pay 1. If you do, put a -1/-1 counter on target creature.
"You may feel a slight sting."

107/269 U
 AKH • EN • SARA WINTERS





Cartouche of Zeal 



Enchantment — Aura Cartouche 

Enchant creature you control
When Cartouche of Zeal enters the battlefield, target creature can't block this turn.
Enchanted creature gets +1/+1 and has haste.
The fifth cartouche is the final affirmation of glory, granted only to the worthy dead.

124/260 C
ARCH • EN • KIERAN TANNER

Combat Celebrant 



Creature — Human Warrior 

If Combat Celebrant hasn't been exerted this turn, you may exert it as it attacks. When you do, untap all other creatures you control and after this phase, there is an additional combat phase. *(An exerted creature won't untap during your next untap step.)*

125/260 H
ARCH • EN • CHRIS RALLIS

Consuming Fervor 



Enchantment — Aura 

Enchant creature
Enchanted creature gets +3/+3 and has "At the beginning of your upkeep, put a -1/-1 counter on this creature."
Heading is the only way to pass through the gate to the afterlife.

124/260 U
ARCH • EN • STEVEN YELSON

Deem Worthy 



Instant 

Deem Worthy deals 7 damage to target creature.
Cycling  (3 , Discard this card: Draw a card.)
When you cycle Deem Worthy, you may have it deal 2 damage to target creature.

127/260 U
ARCH • EN • LUCAS LARSEN

Desert Cerodon 



Creature — Beast 

Cycling  (2 , Discard this card: Draw a card.)
The endless expanse of desert surrounding Naktamon sometimes yields threats that the gods themselves must answer.

128/260 C
ARCH • EN • IGOR KREMER

Electrify 



Instant 

Electrify deals 4 damage to target creature.
"Some hid from the storm. I embraced it and learned its name."

128/260 C
ARCH • EN • CHRIS SPEARING

Emberhorn Minotaur 



Creature — Minotaur Warrior 

You may exert Emberhorn Minotaur as it attacks. When you do, it gets +1/+1 and gains menace until end of turn. *(An exerted creature won't untap during your next untap step.)*
"My stride will break only against the twin points of Hazoret's spear."

130/260 H
ARCH • EN • VICTOR TROY

Flameblade Adept 



Creature — Jackal Warrior 

Menace
Whenever you cycle or discard a card, Flameblade Adept gets +1/+0 until end of turn.
*"Allow zealous flames to light your path and the glory you seek will be revealed."
— Hazoret, god of zeal*

130/260 H
ARCH • EN • TOMAS REIBERGER

Fling 



Instant 

As an additional cost to cast Fling, sacrifice a creature.
Fling deals damage equal to the sacrificed creature's power to target creature or player.
Never flinch. Never falter. Never fear.

132/260 C
ARCH • EN • LUCAS GRACIANO



Manticore of the Gauntlet 4



Creature — Manticore

When Manticore of the Gauntlet enters the battlefield, put a -1/-1 counter on target creature you control. Manticore of the Gauntlet deals 3 damage to target opponent.

In the training ground known as the Gauntlet, initiates are pushed to practice more destructive techniques.

145/260 C
ARCH • EN • JAMES PRICE

2/3

Minotaur Sureshot 2



Creature — Minotaur Archer

Reach (This creature can block creatures with flying.)

1: Minotaur Sureshot gets +1/+0 until end of turn.

"Those wings are no advantage. I will pin them to the ceiling of the Hekma."

145/260 C
ARCH • EN • JESSE MEDIAN

2/3

Nef-Crop Entangler 1



Creature — Human Warrior

Trample

You may exert Nef-Crop Entangler as it attacks. When you do, it gets +1/+2 until end of turn. (An exerted creature won't untap during your next untap step.)

"If you do not feel the thrill of battle, alive like a flame, you will never triumph."

144/260 C
ARCH • EN • DAN SCOTT

2/1

Nimble-Blade Khenra 1



Creature — Jackal Warrior

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

"In the Hour of Glory, the gods and the untested will prove their worth before the God-Pharaoh."

—The Accounting of Hours

145/260 C
ARCH • EN • THOMAS THERIAULT

1/3

Pathmaker Initiate 1



Creature — Human Wizard

Target creature with power 2 or less can't be blocked this turn.

"The expected way through the trial is far too tedious."

146/260 C
ARCH • EN • JOSE HERNAZ

2/1

Pursue Glory 3



Instant

Attacking creatures get +2/+0 until end of turn.

Cycling 2 (2, Discard this card: Draw a card.)

"Combat is a form of worship, the clash of steel a solemn prayer."

—Pyramun, initiate of Nef crop

147/260 C
ARCH • EN • JEROME ROBIN

2/1

Soul-Scar Mage 2



Creature — Human Wizard

Prowess

If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.

145/260 C
ARCH • EN • STEVE ARDRE

1/2

Sweltering Suns 1



Sorcery

Sweltering Suns deals 3 damage to each creature.

Cycling 3 (3, Discard this card: Draw a card.)

The Hekma may repel storms and monsters, but nothing holds back the heat of the suns.

145/260 C
ARCH • EN • RAYMOND SHANLAND

2/1

Thresher Lizard 2



Creature — Lizard

Thresher Lizard gets +1/+2 as long as you have one or fewer cards in hand.

The sound of its plated tail beating on desert rocks is often mistaken for the footfalls of a much larger predator.

152/260 C
ARCH • EN • CRAIG SPEARING

3/2

Tormenting Voice 1

Sorcery

As an additional cost to cast Tormenting Voice, discard a card.
Draw two cards.

"You are undeserving of the afterlife. You will never feel the God-Pharaoh's embrace."

152/260 C
AKH • EN • ALLEN WILLIAMS

Trial of Zeal 2

Enchantment

When Trial of Zeal enters the battlefield, it deals 3 damage to target creature or player.

When a Cartouche enters the battlefield under your control, return Trial of Zeal to its owner's hand.

"Eternal glory awaits you, my child."

152/260 U
AKH • EN • STEPHEN YELNOR

Trueheart Twins 4

Creature — Jackal Warrior

You may exert Trueheart Twins as it attacks. *(It won't untap during your next untap step.)*

Whenever you exert a creature, creatures you control get +1/+0 until end of turn.

Shoulder to shoulder until blade must turn against blade.

4/4

153/260 U
AKH • EN • MATT STEWART

Violent Impact 3

Sorcery

Destroy target artifact or land.
Cycling 2 (2, Discard this card; Draw a card.)

Initiates in the heat of combat must be able to adapt to changing conditions.

154/260 C
AKH • EN • JASON RAINVILLE

Warfire Javelineer 3

Creature — Minotaur Warrior

When Warfire Javelineer enters the battlefield, it deals X damage to target creature an opponent controls, where X is the number of instant and sorcery cards in your graveyard.

Minotaurs favor magic that manifests as weapons trapped in flame.

2/3

155/260 U
AKH • EN • THOMAS SCHNEIDER

Benefaction of Rhonas 2

Sorcery

Reveal the top five cards of your library. You may put a creature card and/or an enchantment card from among them into your hand. Put the rest into your graveyard.

It falls to the gods to help all become worthy of the afterlife.

156/260 C
AKH • EN • TOMMY ANDRUS

Bitterblade Warrior 1

Creature — Jackal Warrior

You may exert Bitterblade Warrior as it attacks. When you do, it gets +1/+0 and gains deathtouch until end of turn. *(An exerted creature won't untap during your next untap step.)*

"The vizier of poisons teaches an unconventional kind of strength."

2/2

157/260 C
AKH • EN • SLOANER MAXIA

Cartouche of Strength 2

Enchantment — Aura Cartouche

Enchant creature you control

When Cartouche of Strength enters the battlefield, you may have enchanted creature fight target creature an opponent controls. *(Each deals damage equal to its power to the other.)*

Enchanted creature gets +1/+1 and has trample.

158/260 C
AKH • EN • KIRKIN YAMNER

Champion of Rhonas 3

Creature — Jackal Warrior

You may exert Champion of Rhonas as it attacks. When you do, you may put a creature card from your hand onto the battlefield. *(An exerted creature won't untap during your next untap step.)*

The only way to finish the Trial of Strength is with a basilisk scale in hand.

3/3

159/260 R
AKH • EN • WINNIE NELSON

Channeller Initiate 1

Creature — Human Druid

When Channeller Initiate enters the battlefield, put three -1/-1 counters on target creature you control.

• Remove a -1/-1 counter from Channeller Initiate: Add one mana of any color to your mana pool.

140/260 U
AKH • EN • NO YONICUE CARD

3/4

Colossapede 4

Creature — Insect

"If it is bigger, you must be faster. If it is stronger, you must be sharper. Anything less, and you will never seize a place in our God-Pharaoh's perfect afterlife."
—Rhonas, god of strength

161/260 C
AKH • EN • NO TASON RANG

5/5

Crocodile of the Crossing 3

Creature — Crocodile

Haste

When Crocodile of the Crossing enters the battlefield, put a -1/-1 counter on target creature you control.

"Everything in the trial has teeth. You will overcome them, or you will feed them."
—Rhonas, god of strength

162/260 U
AKH • EN • NO KEY WALKER

5/4

Defiant Greatmaw 2

Creature — Hippo

When Defiant Greatmaw enters the battlefield, put two -1/-1 counters on target creature you control.

Whenever you put one or more -1/-1 counters on Defiant Greatmaw, remove a -1/-1 counter from another target creature you control.

164/260 U
AKH • EN • NO DUSCHENRO ALEXANDER

4/5

Dissenter's Deliverance 1

Instant

Destroy target artifact.

Cycling • (•, Discard this card: Draw a card.)

"When all doubts have melted away, the worthy will meet the Hour of Eternity and earn a place at the God-Pharaoh's side."
—The Accounting of Hours

164/260 C
AKH • EN • NO BATHEN L. DELAUNE

4/4

Exemplar of Strength 1

Creature — Human Warrior

When Exemplar of Strength enters the battlefield, put three -1/-1 counters on target creature you control.

Whenever Exemplar of Strength attacks, remove a -1/-1 counter from it. If you do, you gain 1 life.

"No one is born worthy."

165/260 U
AKH • EN • NO SYBA WINTER

4/4

Giant Spider 3

Creature — Spider

Reach (This creature can block creatures with flying.)

The Broken Lands are littered with the remnants of civilizations long dead and infested by terrors very much alive.

166/260 C
AKH • EN • NO ALBION MILLER

2/4

Gift of Paradise 2

Enchantment — Aura

Enchant land

When Gift of Paradise enters the battlefield, you gain 3 life.

Enchanted land has "•": Add two mana of any one color to your mana pool.

167/260 C
AKH • EN • NO RYAN PARAGIST

4/4

Greater Sandwurm 5

Creature — Wurm

Greater Sandwurm can't be blocked by creatures with power 2 or less.

Cycling 2 (2, Discard this card: Draw a card.)

A sandwurm can lie in wait beneath the sands for years until the slightest tremor alerts it to the presence of prey.

168/260 C
AKH • EN • NO STEVEN BELLEGRON

7/7

Hapatra's Mark 



Instant 

Target creature you control gains hexproof until end of turn. Remove all -1/-1 counters from it. (A creature with hexproof can't be the target of spells or abilities your opponents control.)

"If you fear poisons, it is because you are ignorant of them."
—Hapatra, vizier of poisons

169/269 M
AKH • EN • Lindsey Look

Harvest Season 



Sorcery 

Search your library for up to X basic land cards, where X is the number of tapped creatures you control, and put those cards onto the battlefield tapped. Then shuffle your library.

A true reflection of nature: death fostering life.

170/269 R
AKH • EN • Shresha Shetty

Haze of Pollen 



Instant 

Prevent all combat damage that would be dealt this turn.

Cycling 3 (3, Discard this card: Draw a card.)

Peto can overcome an assault of such aggressive serenity.

171/269 C
AKH • EN • Mark Zic

Honored Hydra 



Creature — Snake Hydra 

Trample
Embaln 3 (3, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Snake Hydra with no mana cost. Embaln only as a sorcery.)

Even gods have pets.

172/269 M
AKH • EN • Todd Lockwood

Hooded Brawler 



Creature — Naga Warrior 

You may exert Hooded Brawler as it attacks. When you do, it gets +2/+2 until end of turn. (An exerted creature won't untap during your next untap step.)

Nagas wielding twin daggers excel at the fighting technique known as the Bite of Rhonas.

173/269 C
AKH • EN • Dalveen

Initiate's Companion 



Creature — Cat 

Whenever Initiate's Companion deals combat damage to a player, untap target creature or land.

"I'd like to say that it's our pet, but the reverse may be closer to the truth."
—Ixor, initiate of Rhet crop

174/269 C
AKH • EN • Dale Scott

Manglehorn 



Creature — Beast 

When Manglehorn enters the battlefield, you may destroy target artifact.

Artifacts your opponents control enter the battlefield tapped.

"Rey too much on your weapons and watch your dreams shatter in your hands."
—Rhonas, god of strength

175/269 M
AKH • EN • Luis Lacarino

Naga Vitalist 



Creature — Naga Druid 

• Add to your mana pool one mana of any type that a land you control could produce.

"The lands of the God-Pharaoh are suffused with his breath."

176/269 C
AKH • EN • James Ryan

Oashra Cultivator 



Creature — Human Druid 

2, •, Sacrifice Oashra Cultivator: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

"Like fruits in the field, we will be harvested when the season is right."

177/269 M
AKH • EN • Sara Winters

Ornery Kudu 2

Creature — Antelope

When Ornery Kudu enters the battlefield, put a -1/-1 counter on target creature you control.

Debate rages among the viziers whether comparing the kudu's horns to the God-Pharaoh's is blasphemy or reverence.

179/269 C
AKH • EN • DEDICATED ALEXANDER

3/4

Pouncing Cheetah 2

Creature — Cat

Flash

Rhonas's monument is home to a wider variety of creatures than anywhere else in the city of Naktamun—a feature most initiates fail to appreciate.

179/269 C
AKH • EN • MATTHEW STANLEY

3/2

Prowling Serpopard 1

Creature — Cat Snake

Prowling Serpopard can't be countered. Creature spells you control can't be countered.

The viziers serving Rhonas, the god of strength, maintain the menagerie of animals employed during his trial.

182/268 D
AKH • EN • TYLER JACKSON

4/3

Quarry Hauler 3

Creature — Camel

When Quarry Hauler enters the battlefield, for each kind of counter on target permanent, put another counter of that kind on it or remove one from it.

They labor beside the anointed, constructing the vast monuments of Naktamun.

181/269 C
AKH • EN • DARIUS GARRETT

4/3

Rhonas the Indomitable 2

Legendary Creature — God

Deathtouch, indestructible

Rhonas the Indomitable can't attack or block unless you control another creature with power 4 or greater.

2. Another target creature gets +2/+0 and gains trample until end of turn.

182/268 H
AKH • EN • CHASE STONE

5/5

Sandwurm Convergence 6

Enchantment

Creatures with flying can't attack you or planeswalkers you control.

At the beginning of your end step, create a 5/5 green Wurm creature token.

Cantankerous and territorial, sandwurms claim even the skies above their dunes.

182/268 D
AKH • EN • SLOVOMIR MARKEK

6/6

Scaled Behemoth 4

Creature — Crocodile

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Surviving an encounter with it is proof enough that an initiate is ready for the Trial of Strength.

184/269 C
AKH • EN • MARCO NIELLE

6/7

Shed Weakness 1

Instant

Target creature gets +2/+2 until end of turn. You may remove a -1/-1 counter from it.

To prepare for the Trial of Strength, nagas shed their old skin—and with it their scars, their doubts, and their fears.

185/269 C
AKH • EN • CHRISTINE COLE

1/1

Shefet Monitor 5

Creature — Lizard

Cycling 3 (3, Discard this card; Draw a card.)

When you cycle Shefet Monitor, you may search your library for a basic land card or a Desert card, put it onto the battlefield, then shuffle your library. (Do this before you draw.)

185/268 D
AKH • EN • VICTOR TROY

6/5

Sixth Sense 



Enchantment — Aura 

Enchant creature
Enchanted creature has “Whenever this creature deals combat damage to a player, you may draw a card.”
Instinct yields the truest insight.

182/269 U
AKH • EN • ZACHAR BOBOS 

Spidery Gras 



Instant 

Untap target creature. It gets +2/+4 and gains reach until end of turn. *(It can block creatures with flying.)*
There are no safe paths through the Trial of Strength.

185/269 C
AKH • EN • DAN SCOTT 

Stinging Shot 



Instant 

Put three -1/-1 counters on target creature with flying.
Cycling 2 (2, Discard this card: Draw a card.)
Initiates must train to resist the natural toxins they use as weapons.

183/269 C
AKH • EN • SCOTT MEYER 

Synchronized Strike 



Instant 

Untap up to two target creatures. They each get +2/+2 until end of turn.
Khenra are almost always born as twins. Their instinctual connection lends itself well to their preferred fighting style.

180/269 U
AKH • EN • DARIO PALMIO 

Trial of Strength 



Enchantment 

When Trial of Strength enters the battlefield, create a 4/2 green Beast creature token.
When a Cartouche enters the battlefield under your control, return Trial of Strength to its owner's hand.
“Instincts to guide. Strength to overcome.”

187/269 U
AKH • EN • KYLEAN TURNER 

Vizier of the Menagerie 



Creature — Naga Cleric 

You may look at the top card of your library. *(You may do this at any time.)*
You may cast the top card of your library if it's a creature card.
You may spend mana as though it were mana of any type to cast creature spells.

182/269 R
AKH • EN • VICTOR ADAME MINICZ 

Watchful Naga 



Creature — Naga Wizard 

You may exert Watchful Naga as it attacks. When you do, draw a card. *(An exerted creature won't untap during your next untap step.)*
The forked tongue of the naga is sensitive to drifting scents trails from the past, present, and sometimes even the future.

180/269 U
AKH • EN • ANASTASIA OCHONIKOVA 

Ahn-Crop Champion 



Creature — Human Warrior 

You may exert Ahn-Crop Champion as it attacks. When you do, untap all other creatures you control. *(An exerted creature won't untap during your next untap step.)*
“The Second Sun nears its destination! Let it light the way to ours!”

184/269 U
AKH • EN • CRAIG T. SPEARING 

Aven Wind Guide 



Creature — Bird Warrior 

Flying, vigilance
Creature tokens you control have flying and vigilance.
Emblem ♦♦♦♦ (4♦♦♦, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Bird Warrior with no mana cost. Emblem only as a sorcery.)

184/269 R
AKH • EN • SONJAHEE CRAWFORD 

Bounty of the Luxa 2 4

Enchantment

At the beginning of your precombat main phase, remove all flood counters from Bounty of the Luxa. If no counters were removed this way, put a flood counter on Bounty of the Luxa and draw a card. Otherwise, add 4 to your mana pool.

154/260 U
AKH • EN • JONAS DE BO

Decimator Beetle 3 4

Creature — Insect

When Decimator Beetle enters the battlefield, put a -1/-1 counter on target creature you control.

Whenever Decimator Beetle attacks, remove a -1/-1 counter from target creature you control and put a -1/-1 counter on up to one target creature defending player controls.

187/265 U
AKH • EN • ADRIAN MAREKAR

Enigma Drake 1 4

Creature — Drake

Flying

Enigma Drake's power is equal to the number of instant and sorcery cards in your graveyard.

Many initiates believe it possesses secrets known only to Kagnet himself. Many have become meals trying to learn them.

154/260 U
AKH • EN • STEVE ARDRE

Hapatra, Vizier of Poisons 3 4

Legendary Creature — Human Cleric

Whenever Hapatra, Vizier of Poisons deals combat damage to a player, you may put a -1/-1 counter on target creature.

Whenever you put one or more -1/-1 counters on a creature, create a 1/1 green Snake creature token with deathtouch.

Her subtle smile is suffused with venom.

169/260 R
AKH • EN • TYLER JOHNSON

Honored Crop-Captain 2 4

Creature — Human Warrior

Whenever Honored Crop-Captain attacks, other attacking creatures get +1/+0 until end of turn.

Her words inspire action. Her actions inspire victory.

200/260 U
AKH • EN • SARA WINTERS

Khenra Charioteer 1 4

Creature — Jackal Warrior

Trample

Other creatures you control have trample.

"We do not scower."
—Tah-crop charioteer motto

231/260 U
AKH • EN • CHRIS BAKER

Merciless Javelineer 2 4

Creature — Minotaur Warrior

2, Discard a card: Put a -1/-1 counter on target creature. That creature can't block this turn.

"My mind is the calm in the midst of the storm, and my javelin the lightning."

252/260 U
AKH • EN • NICK HARRIS

Neheb, the Worthy 1 4

Legendary Creature — Minotaur Warrior

First strike

Other Minotaurs you control have first strike.

As long as you have one or fewer cards in hand, Minotaurs you control get +2/+0.

Whenever Neheb, the Worthy deals combat damage to a player, each player discards a card.

252/260 U
AKH • EN • CHRIS BAKER

Nissa, Steward of Elements 4 4

Planeswalker — Nissa

+2: Scry 2.

0: Look at the top card of your library. If it's a land card or a creature card with converted mana cost less than or equal to the number of loyalty counters on Nissa, Steward of Elements, you may put that card onto the battlefield.

-6: Untap up to two target lands you control. They become 5's Elemental creatures with flying and haste until end of turn. They're still lands.

254/260 U
AKH • EN • HOWARD DODD

Samut, Voice of Dissent 3



Legendary Creature — Human Warrior

Flash
Double strike, vigilance, haste
Other creatures you control have haste.
*, e: Untap another target creature.
"I'll fight no more just for the honor of dying. The afterlife will have to wait."

205/260 M
AKH • EN • ALEXIS BRICLOT

Shadowstorm Vizier



Creature — Human Cleric

Flying
Whenever you cycle or discard a card, Shadowstorm Vizier gets +1/+1 until end of turn.
She can coil a breeze like a string around her finger—or twist it into a noose.

204/260 U
AKH • EN • YONGHE CHOI

Temmet, Vizier of Naktamun



Legendary Creature — Human Cleric

At the beginning of combat on your turn, target creature token you control gets +1/+1 until end of turn and can't be blocked this turn.
Embalms 3 (3♦♦♦). Exile this card from your graveyard. Create a token that's a copy of it, except it's a white Zombie Human Cleric with no mana cost. Embalms only as a sorcery.)

207/260 R
AKH • EN • ANNA STEINBAUER

Wayward Servant



Creature — Zombie

Whenever another Zombie enters the battlefield under your control, each opponent loses 1 life and you gain 1 life.
If one of the anointed fails to serve with perfect obedience, the desert is always ready to receive it.

206/260 U
AKH • EN • ANTHONY PRUMMO

Weaver of Currents



Creature — Naga Druid

e: Add ♦♦ to your mana pool.
"Your waters sustain the living and carry the dead. Mighty Luxa, let your power flow through me!"

209/260 U
AKH • EN • WENDY NELSON

Dusk



Sorcery

Destroy all creatures with power 3 or greater.

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Return all creature cards with power 3 or greater from your hand.

210/260 R
AKH • EN • MARK BRADLEY

Commit



Instant

Put target spell or nonland permanent into its owner's library second from the top.

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Each player shuffles his or her hand and her graveyard into his or her library, then draws seven cards.

211/260 R
AKH • EN • BRIAN ALEXANDER LEE

Never



Sorcery

Destroy target creature or planeswalker.

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Exile target card from a graveyard. Create a 2/2 black Zombie creature token.

212/260 R
AKH • EN • DALLAN

Insult



Sorcery

Damage can't be prevented this turn. If a source you control would deal damage this turn, it deals double that damage instead.

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Injury deals 2 damage to target creature and 2 damage to target player.

213/260 R
AKH • EN • LUCAS GRACIANO





Luxa River Shrine 3

Artifact

1, ♣: You gain 1 life. Put a brick counter on Luxa River Shrine.
 ♣: You gain 2 life. Activate this ability only if there are three or more brick counters on Luxa River Shrine.

Without the God-Pharaoh, there would be no Luxa. Without the Luxa, there would be no life.

232/260 U
 ARH • EN • No SENG CASE

Oketra's Monument 3

Legendary Artifact

White creature spells you cast cost 1 less to cast.
 Whenever you cast a creature spell, create a 1/1 white Warrior creature token with vigilance.

"The worthy shall respect the worthy. In the afterlife, all will stand united."
 —Monument inscription

233/260 U
 ARH • EN • No CHRISTINE CASE

Oracle's Vault 4

Artifact

2, ♣: Exile the top card of your library. Until end of turn, you may play that card. Put a brick counter on Oracle's Vault.
 ♣: Exile the top card of your library. Until end of turn, you may play that card without paying its mana cost. Activate this ability only if there are three or more brick counters on Oracle's Vault.

234/260 R
 ARH • EN • No TONAS DE RO

Pyramid of the Pantheon 1

Artifact

2, ♣: Add one mana of any color to your mana pool. Put a brick counter on Pyramid of the Pantheon.
 ♣: Add three mana of any one color to your mana pool. Activate this ability only if there are three or more brick counters on Pyramid of the Pantheon.

Five gods, one purpose.

235/260 U
 ARH • EN • No FERRAN DE GONCOURT

Rhonas's Monument 3

Legendary Artifact

Green creature spells you cast cost 1 less to cast.
 Whenever you cast a creature spell, target creature you control gets +2/+2 and gains trample until end of turn.

"The worthy shall hone a strong body to endure the boundless energies of the afterlife."
 —Monument inscription

236/260 U
 ARH • EN • No CLAY CHILDS

Throne of the God-Pharaoh 2

Legendary Artifact

At the beginning of your end step, each opponent loses life equal to the number of tapped creatures you control.

"When the Second Sun rests between the horns on the horizon, so begins the Hour of Revelation. Then the Hour of Glory, the Hour of Promise, and finally the Hour of Eternity."
 —The Accounting of Hours

237/260 R
 ARH • EN • No TITUS LUTER

Watchers of the Dead 2

Artifact Creature — Cat

Exile Watchers of the Dead: Each opponent chooses two cards in his or her graveyard and exiles the rest.

They are tasked with protecting the entrance to the embalming chambers.

238/260 U
 ARH • EN • No JORDAN MELBAZ

Canyon Slough

Land — Swamp Mountain

(♣: Add ♣ or ⬛ to your mana pool.)
 Canyon Slough enters the battlefield tapped.

Cycling 2 (2, Discard this card; Draw a card.)

239/260 R
 ARH • EN • No TITUS LUTER

Cascading Cataracts

Land

Indestructible
 ♣: Add ♣ to your mana pool.
 ♠, ♣: Add five mana in any combination of colors to your mana pool.

"The power that flows here cannot be denied. But where is the source?"
 —Nissa Revane

240/260 R
 ARH • EN • No NOAH BEASLEY









Cards numbered 270 and higher don't appear in booster packs. These exclusive Planeswalker Deck cards and common “dual lands” are legal for tournament play in any format that includes the *Amonkhet* set.



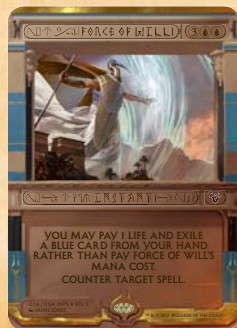




INVOKE THE WILL OF THE GODS

The world of Amonkhet is ruled by a pantheon of gods, and the pantheon is ruled in turn by the God-Pharaoh. *Amonkhet Invocations* cards put the divine will of the pantheon at your fingertips: the gods, their devout followers, and the power of their blessings and rebukes.

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| ❑ 2 Aven Mindcensor | ❑ 17 Spell Pierce |
| ❑ 3 Containment Priest | ❑ 18 Stifle |
| ❑ 4 Loyal Retainers | ❑ 19 Attrition |
| ❑ 5 Oketra the True | ❑ 20 Bontu the Glorified |
| ❑ 6 Worship | ❑ 21 Dark Ritual |
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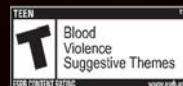
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RISE AMONG THE WORTHY

A man and a woman are seated at a dark wooden table in a store, playing Magic: The Gathering. The woman, on the left, has long brown hair and is wearing a green vest over a black shirt. The man, on the right, has brown hair and glasses, wearing a blue shirt and a grey vest. They are both focused on the game. The table is covered with a black cloth and has several cards and tokens on it. In the background, there are shelves filled with various Magic: The Gathering products, including boxes and cards. The store has a warm, dimly lit atmosphere.

FRIDAY NIGHT
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