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TARKIR

DRAGONSTORM

COMMANDER PARTY





ABZAN

Once during each of your turns, as a sorcery, you may activate one ability by removing the specified number of your faction counters from the Dragonstorm.

- 1: Add ☀️, 🧛, or 🌿.
- 3: Distribute three +1/+1 counters among creatures you control.
- 6: Create a 4/4 red Dragon creature token with flying, then it endures 3. *(Put three +1/+1 counters on it or create a 3/3 white Spirit creature token.)*



JESKAI

Once during each of your turns, as a sorcery, you may activate one ability by removing the specified number of your faction counters from the Dragonstorm.

- 1: Add , , or .
- 3: The next instant or sorcery spell with mana value 4 or less you cast from your hand this turn has rebound. *(Exile the spell as it resolves. At the beginning of your next upkeep, you may cast that card from exile without paying its mana cost.)*
- 6: Create a 4/4 red Dragon creature token with flying. Discover 3. *(Exile cards from the top of your library until you exile a nonland card with mana value 3 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*



SULTAI

Once during each of your turns, as a sorcery, you may activate one ability by removing the specified number of your faction counters from the Dragonstorm.

- 1:** Add ☹️, 😬, or 🧊.
- 3:** Mill three cards. You may put a permanent card from among them into your hand.
- 6:** You may exile up to one target creature card from your graveyard. If you do, create a token that's a copy of it, except it's a 4/4 red Dragon with flying in addition to its other colors and types. Otherwise, create a 4/4 red Dragon creature token with flying.



MARDU

Once during each of your turns, as a sorcery, you may activate one ability by removing the specified number of your faction counters from the Dragonstorm.

- 1:** Add 🐉, ☀️, or 💀.
- 3:** Until end of turn, creatures you control get +1/+1 and gain haste.
- 6:** Create a 4/4 red Dragon creature token with flying. Until your next end step, it gains mobilize 3 and haste. *(Whenever it attacks, create three tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of your next end step.)*



TEMUR

Once during each of your turns, as a sorcery, you may activate one ability by removing the specified number of your faction counters from the Dragonstorm.

- 1: Add , , or .
- 3: Double target creature's power and toughness until end of turn. It gains trample until end of turn.
- 6: Create a 4/4 red Dragon creature token with flying. You may cast an instant or sorcery card from your graveyard, and you may tap a creature you control to reduce the cost of that spell by , where X is the creature's power. If that spell would be put into a graveyard, exile it instead.