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Question the Guardian of Forever

When this mission begins, mill a number of cards equal to the mission specialist's power. You may return a land card from among them to your hand.

During your turn, nonland permanent cards in your graveyard have retrace. *(You may cast cards with retrace from your graveyard by discarding a land card in addition to paying their other costs.)*



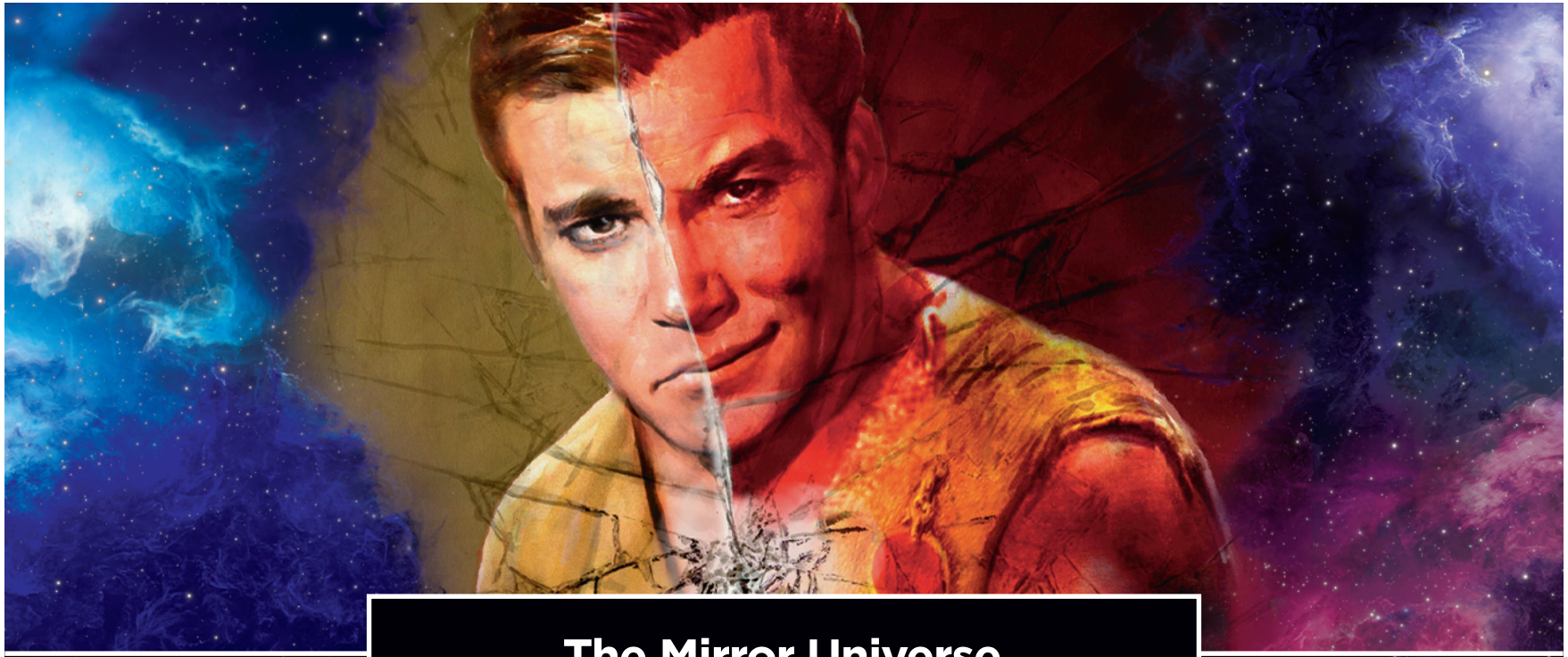
Tribble Trouble

When this mission begins, create an X/X white Tribble Colony creature token with "This token can't block," where X is the mission specialist's power. Each other player creates a 1/1 white Tribble creature token with "This token can't block."

At the beginning of your end step, populate. *(Create a token that's a copy of a creature token you control.)*

Nikki Dawes

400P01065000002 EN



The Mirror Universe

When this mission begins, each other player creates a token that's a copy of the mission specialist, except it isn't legendary. Those tokens are goaded. *(They attack each combat if able and attack a player other than the player who began this mission if able.)*

Each creature has "This creature can't be blocked by creatures with power equal to this creature."

Berto Martinez

400P01065000003 EN



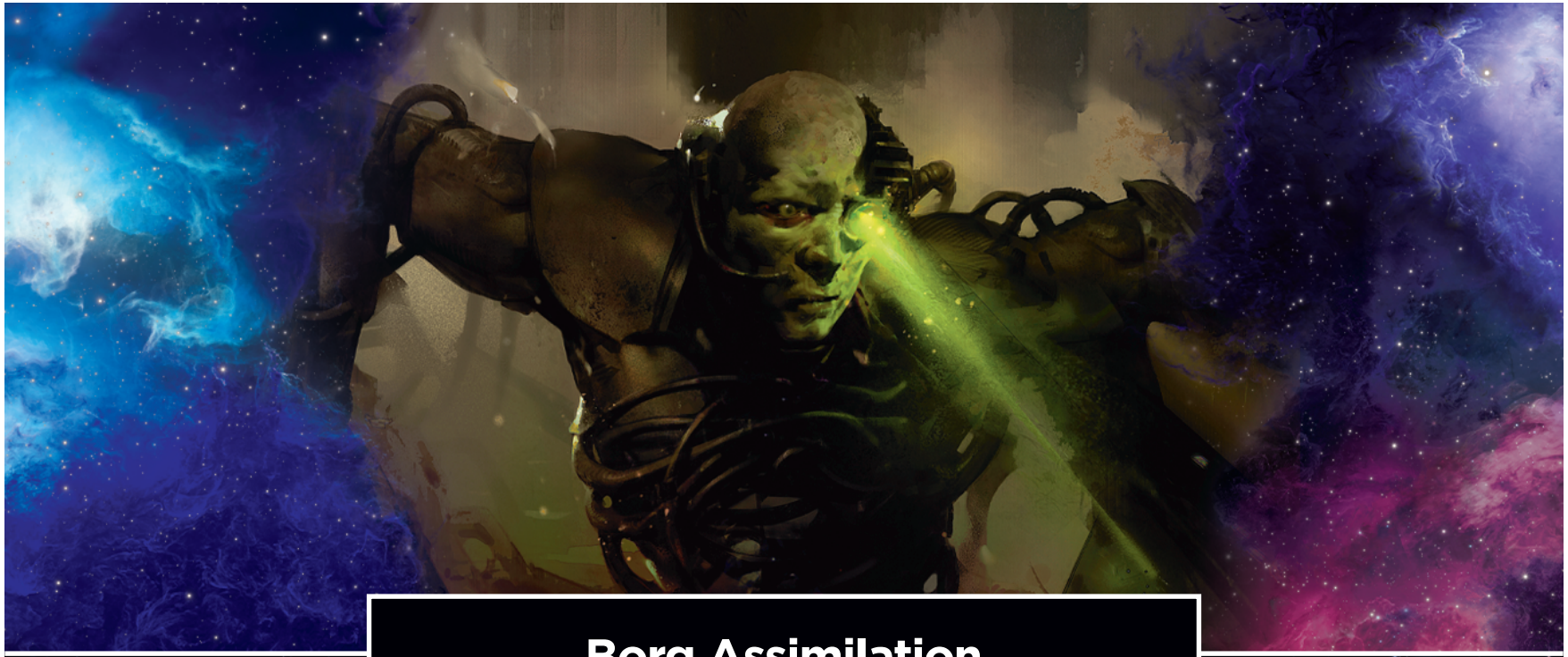
Declare the *Kal-if-fee*

When this mission begins, the mission specialist fights up to one target creature an opponent controls.

No more than one creature can attack each combat.
No more than one creature can block each combat.

Toni Infante

400P01065000004 EN



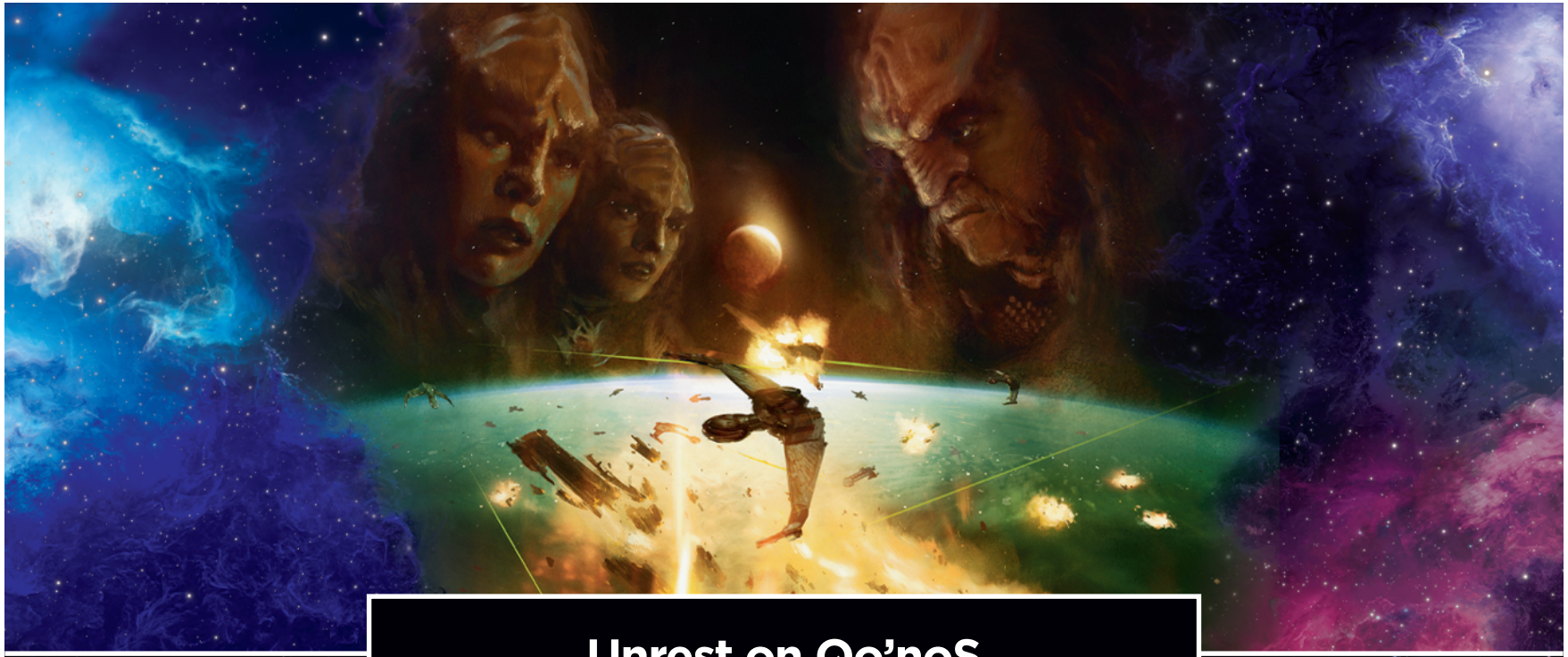
Borg Assimilation

When this mission begins, create a token that's a copy of the mission specialist, except it isn't legendary and it's a Borg artifact creature.

All artifact creatures get +1/+1.

Grant Griffin

400P01065000005 EN



Unrest on Qo'noS

When this mission begins, the mission specialist deals damage equal to its power to each opponent.

Whenever a creature enters, it deals 1 damage to each player.

Evan Shipard

400P01065000006 EN



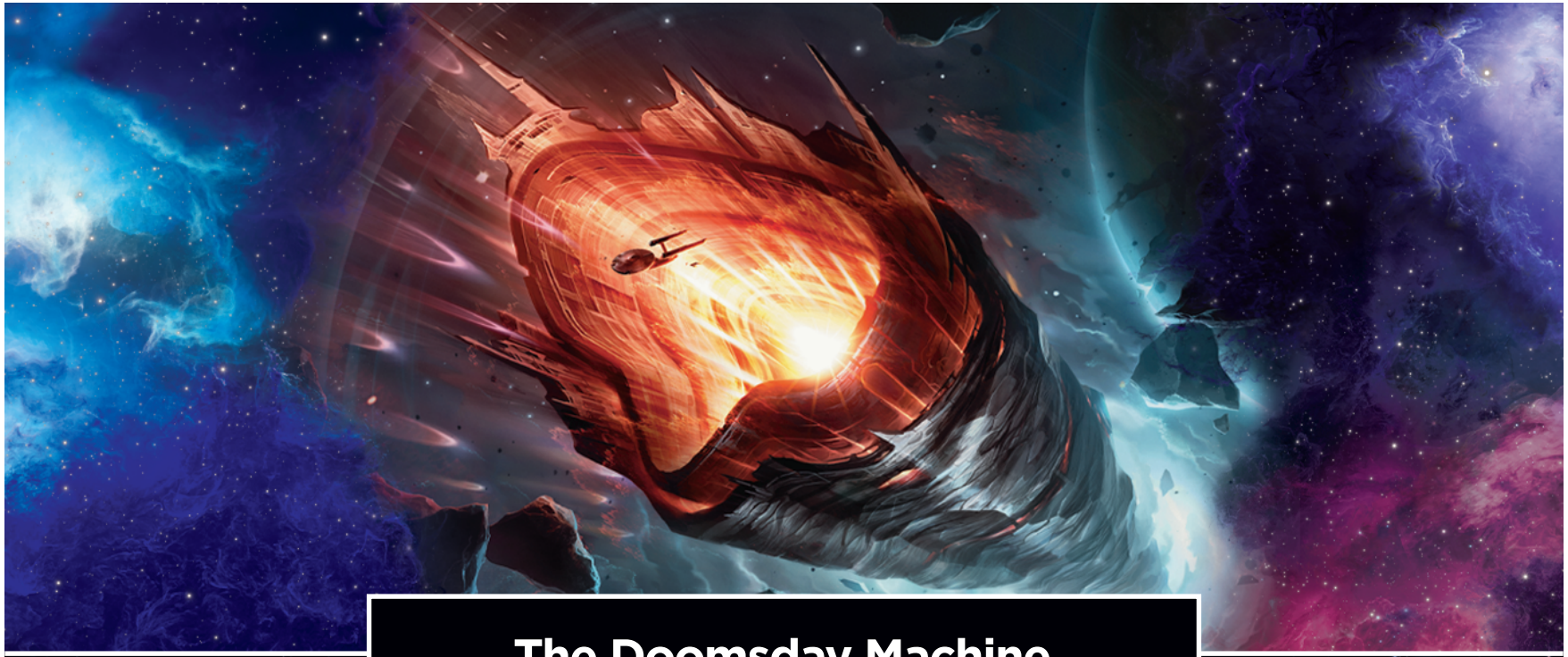
The Siege of AR-558

When this mission begins, put a double strike counter on the mission specialist and untap it.

All attacking creatures get +1/+0.

Alexander Mokhov

400P01065000007 EN



The Doomsday Machine

When this mission begins, put two +1/+1 counters on the mission specialist, then this mission deals 1 damage to each creature.

If a source would deal damage to a permanent, it does double that damage instead.

Raymond Swanland

400P01065000008 EN



Rescue Mission

When this mission begins, reveal cards from the top of your library until you reveal a creature card with mana value X or less, where X is the mission specialist's power. Put that card onto the battlefield and the rest on the bottom of your library in a random order. Sacrifice that creature at the beginning of the next end step.

All creatures have haste.

Pierre Raveneau

400P01065000009 EN



The Gorn Hegemony

When this mission begins, create X 1/1 white Human creature tokens, where X is the mission specialist's power. Each other player creates a 1/1 white Human creature token.

Whenever a player casts a creature spell, it gains devour 3. *(As the creature enters, you may sacrifice any number of creatures. It enters with three times that many +1/+1 counters on it.)*

☚ John Tyler Christopher

400P01065000010 EN



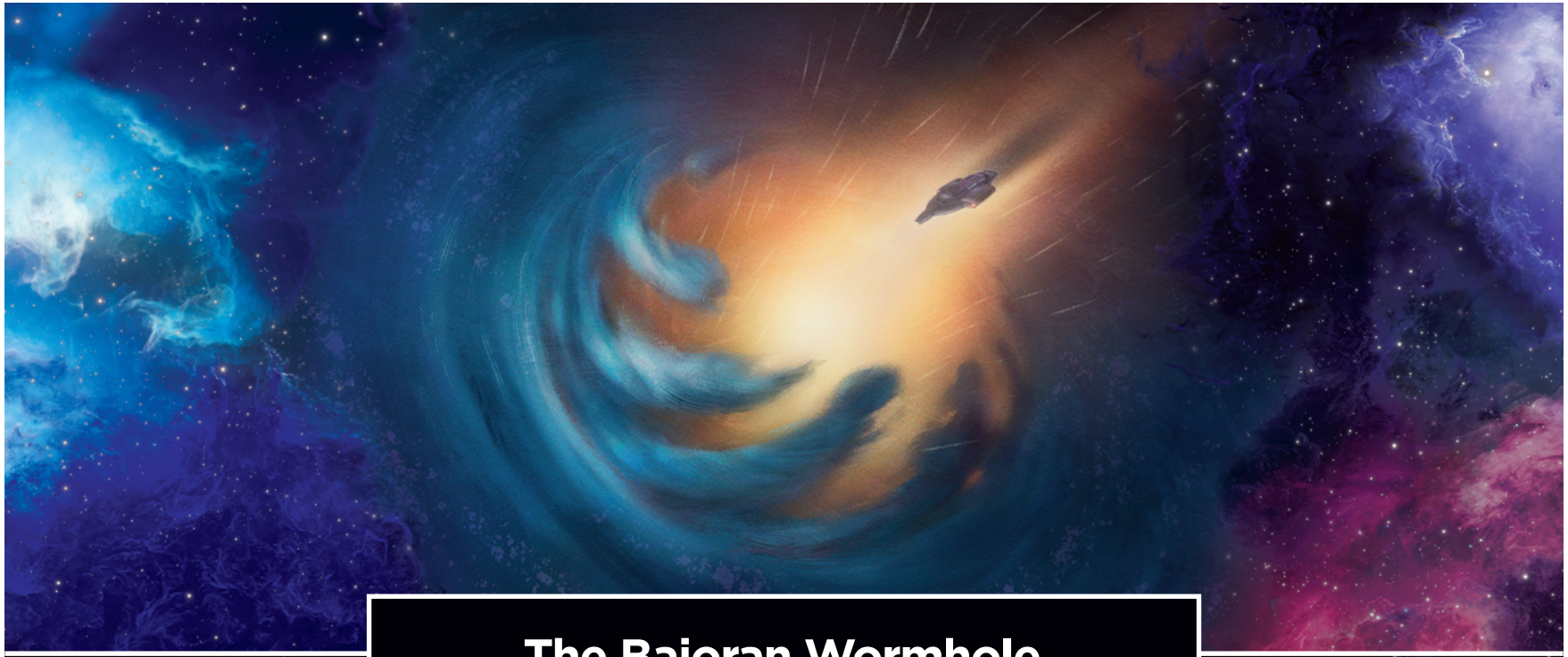
The Cloud City of Stratos

When this mission begins, put a flying counter on the mission specialist and untap it.

Whenever one or more creatures you control with flying deal combat damage to a player, draw a card.

Bruce Brenneise

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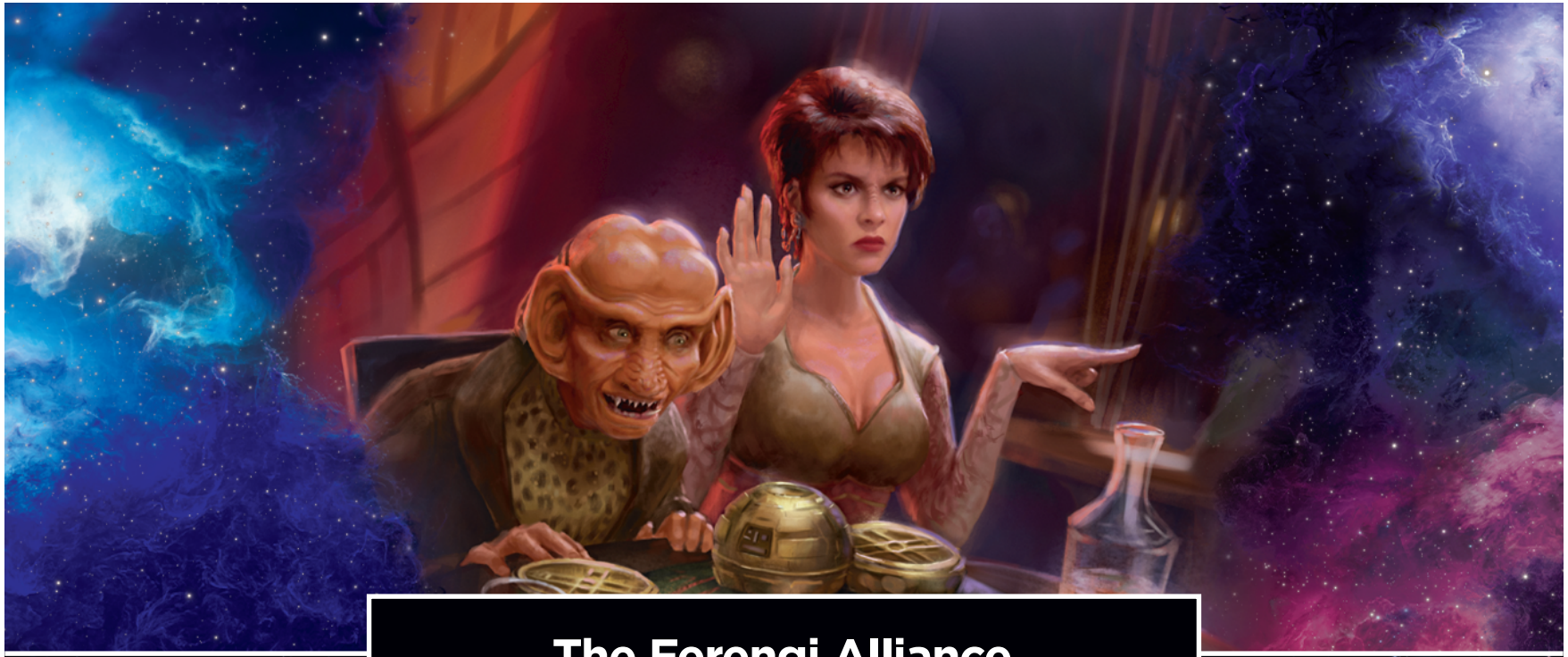
The Bajoran Wormhole

When this mission begins, put a +1/+1 counter on the mission specialist and untap it. It gains "Whenever this creature deals combat damage to a player, look the top card of that player's library and exile it. You may play that card for as long as it remains exiled, and mana of any type can be spent to cast it."

At the beginning of combat on your turn, target creature can't be blocked this turn.

Bruce Brenneise

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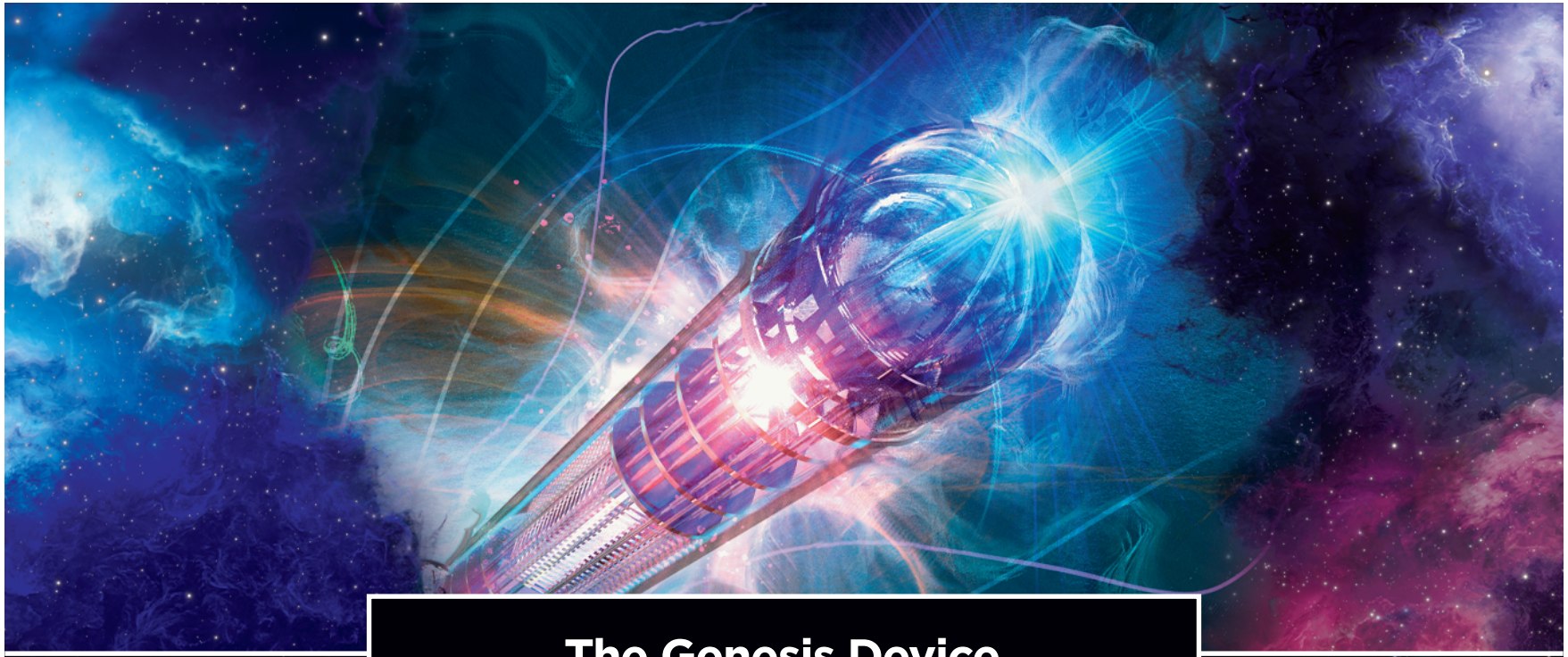
The Ferengi Alliance

When this mission begins, create X tapped Treasure tokens, where X is the mission specialist's power. Each other player creates a tapped Treasure token.

Sacrifice a noncreature artifact: Exile the top card of your library. You may play it this turn.

Nikki Dawes

400P01065000013 EN



The Genesis Device

When this mission begins, the mission specialist gains "*Landfall* — Whenever a land you control enters, put two +1/+1 counters on this creature."

At the beginning of your end step, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Cliff Nielsen

400P01065000014 EN