



ONCE

UPON

A

TIME...



THE FROST QUEEN

Witch Hylda used her Crown of Ice to create a land of endless winter.

Attacking creatures get +1/+0 for each tapped creature defending player controls.

ENCHANTING SLUMBER

*None in the High Fae court
could rouse the swordswoman
Obyra from the Wicked Slumber.*

Whenever a player casts
their second spell each turn,
they create two tapped 1/1
blue and black Faerie Rogue
creature tokens with flying.

THE DARK PIPER

Totentanz struck a deal with the loathsome rat Lord Skitter.

Whenever a player attacks, they create two tapped and attacking 1/1 black Rat creature tokens with “This creature can’t block.”

RUBY AND THE WOLF

*Ruby's brother became
Witch Agatha's thrall.*

Whenever a creature with power 4 or greater attacks, its controller may discard a card. If they do, they draw two cards.

ARMONT & THE BEASTS

Syr Armont plucked the enchanted flower to lift the curse from Redtooth Keep.

Whenever an enchantment enters the battlefield, its controller may pay **1**. If they do, they draw two cards and their opponents each draw a card.

PALE AS SNOW

*Witch Eriette put others
under her spell with the help
of her cursed apple.*

Whenever a player casts a spell, they may sacrifice any number of artifacts, enchantments, and/or tokens. When they do, they gain control of target nonlegendary creature with power less than the number of permanents sacrificed this way.

THE MAGICIAN'S MISSTEP

Johan lost control of his master's elemental magic.

Whenever a player casts an instant or sorcery spell, they create an X/X blue and red Elemental creature token, where X is the mana value of that spell.

GRETA, WITCH HUNTER

*Greta returned to
Sweettooth Village,
hungry for revenge.*

- 1, Sacrifice a non-Food creature:
Create a Food token. Any player
may activate this ability.

As long as you're here,
Foods are 4/4 Golem artifact
creature tokens with trample
and haste in addition to their
other types.

BRAWL AT THE GRAND BALL

*Ash disguised herself to join
the Delverhaugh revelers.*

Whenever a player casts
their first or second spell
on each of their turns,
they create a tapped
Treasure token.

THE KINGDOM OF STORMS

Troyan the adventurer journeyed up an Everstalk to steal from Beluna Grandsquall herself.

Whenever a player casts a spell with mana value 5 or greater, they draw a card. Then they may put a land card from their hand onto the battlefield tapped.