

## A Jedi's Fervor

1



### Instant

Creatures you control gain indestructible until end of turn. If an opponent cast a black spell this turn, that player sacrifices a creature or planeswalker.

*"And I am all the Jedi."*

—Rey Skywalker

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## Balance

1



### Sorcery

Each player chooses a number of lands they control equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players discard cards and sacrifice creatures the same way.

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## Band Together

2



### Instant

Up to two target creatures you control each deal damage equal to their power to another target creature.

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## Ben Solo

2



### Legendary Creature — Human Knight

#### Vigilance

Whenever Ben Solo is dealt damage, it deals that much damage to target player or planeswalker.

*"Kylo Ren is dead. My son is alive."*

—Han Solo

4/4

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## Betray

2



### Instant

Target creature an opponent controls deals damage to its controller equal to that creature's power.

*"I don't care if you win! I just need Kylo Ren to lose!"*

—General Huxley

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## Brave the Elements

1



### Instant

Choose a color. White creatures you control gain protection from the chosen color until end of turn. (This permanent can't be blocked, targeted, dealt damage, or enchanted by anything the chosen color until end of turn.)

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## Culling Dais

2



### Artifact

☞, Sacrifice a creature: Put a charge counter on Culling Dais.

1, Sacrifice Culling Dais: Draw a card for each charge counter on Culling Dais.

*"The only Family you have here... is me."*

—Palpatine

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## Droidsmith

1



### Creature — Anzellan

Droidsmith can't be blocked.

Droid creatures you control get +1/+0 as long as Droidsmith is tapped.

Droid creatures you control get +0/+1 as long as Droidsmith is untapped.

1/1

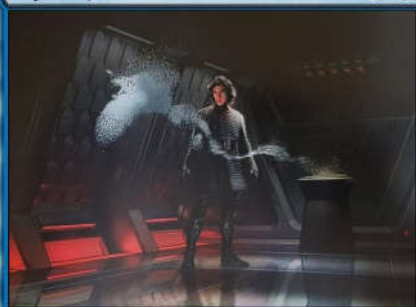
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## Dyad Force Transfer

1



### Instant

Gain control of target noncreature permanent until end of turn. Untap it. Scry 3.

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## Festival of the Ancestors

3



### Sorcery



Target player gains 5 life.

*Every forty-two years the whole planet of Pasaana honors the past and looks forward to the future.*

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## First Order Jet Trooper

2\*



### Creature — Trooper



Trooper creatures you control have haste and first strike.

1/1

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## Force Lift

1



### Sorcery



Exile target creature. Return that creature to the battlefield under its owner's control at the beginning of the next end step. Scry 1.

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## Hidden Base



### Land



• Add ♦.

• Target starship creature gains haste until end of turn.

*Fully operational.*

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## Hold Captive

2\*



### Enchantment — Aura



Enchant creature

Enchanted creature can't attack or block, and its activated abilities can't be activated.

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## Holochess

2



### Instant



Choose a number between 0 and 3. If the chosen number is less than the number of creatures an opponent controls, draw X cards where X is the chosen number. Otherwise, counter target spell unless its controller pays ♦.

*"He's cheating."  
—Poe to Finn*

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## Knights of Ren

1



### Legendary Creature — Human Sith



Menace

**Hate** — Whenever Knights of Ren enters the battlefield or attacks, if an opponent lost life from a source other than combat damage this turn, you may have each player sacrifice a creature.

4/2

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## Lightspeed Skipping

\*



### Instant



Choose one—

- Target creature gains hexproof until end of turn.
- Remove target creature from combat. (*Blocked creatures are still blocked.*)

*"How do you know how to do that?"  
—Finn to Poe*

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## Luke's Lightsaber

3



### Legendary Artifact — Equipment



Equipped creature gets +2/+0 and has first strike and protection from black.

Whenever equipped creature deals combat damage to a player, target player gains 2 life.

Equip 2

*"A Jedi's weapon deserves more respect."*

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**Mimic Vat** 3



**Artifact**

*Imprint* — Whenever a nontoken creature dies, you may exile that card. If you do, return each other card exiled with Mimic Vat to its owner's graveyard.

3, ♣: Create a token that's a copy of a card exiled with Mimic Vat. It gains haste. Exile it at the beginning of the next end step.

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**Orbak** 1



**Creature — Beast**

4\*: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

"Jam their speeders!"

"...They're not using speeders."

2/2

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**Propaganda** 2



**Enchantment**

Creatures can't attack you unless their controller pays 2 for each creature they control that's attacking you.

"All worlds surrender or die. The Final Order begins."

—Sith broadcast

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**Rey Skywalker** 2



**Legendary Planeswalker — Rey**

+2: Untap target permanent. Scry 1.

+1: Tap target creature. That creature doesn't untap during its controller's next untap step. Scry 1.

0: Draw a card. Scry 1.

2

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**Rey's Lightsaber** 3



**Legendary Artifact — Equipment**

Equipped creature gets +2/+0 and has first strike and protection from red.

Whenever equipped creature deals combat damage to a player, target player exiles the top card of their library. That player may play that card until your next turn.

Equip 2

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**Sith Eternal Lightning** 2



**Sorcery**

This spell can't be countered.

Tap all creatures your opponents control. Those creatures don't untap during their controller's next untap step. Scry 4.

"A power like life itself... unseen for generations!"

—Emperor Palpatine

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**Sith Wayfinder** 1



**Artifact**

2, ♣, Sacrifice Sith Wayfinder: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library.

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**Swamp**



**Basic Land** Swamp

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**Training Droid** 1



**Artifact Creature — Droid**

Repair 2 (When this creature dies, put two repair counters on it. At the beginning of your upkeep, remove a repair counter. Whenever the last is removed, you may cast it from your graveyard until end of turn.)

1/1

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**Unpleasant Discovery** 



**Sorcery** 

Each opponent reveals their hand, loses 1 life, and mills two cards.

*"Will this agony ever end?"*  
—C3PO

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**Vexis**  4



**Creature — Wurm** 

Trample

\*: Monstrosity 2. (If this creature isn't monstrous, put two +1/+1 counters on it and it becomes monstrous.)

Whenever a +1/+1 counter is put on Vexis, it gains vigilance until end of turn.

4/4

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**War Room**  1



**Enchantment** 

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

1: War Room deals 1 damage to target player. Activate this ability only if a creature you control attacked this turn and only once per turn.

*Wars are won on espionage and intelligence.*

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**Xyston Star Destroyer**

6



**Artifact Creature — Starship** 

Spaceflight (This creature can only block or be blocked by creatures with spaceflight.)

When Xyston Star Destroyer enters the battlefield, destroy target creature.

9/9

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**Zorii Bliss**  2



**Legendary Creature — Rebel Rogue** 

Haste

Whenever Zorii Bliss attacks, you may discard a card. If you do, any number of target players each draw a card.

*"That's how they win... by making you think you're alone."*

3/2

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**Allegiant General Pryde**  2



**Legendary Creature — Trooper Advisor** 

Trooper creatures you control have "When this creature enters the battlefield, you may sacrifice a creature. If you do, draw two cards and lose 2 life."

*"Tell him we found our spy."*

2/2

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**General Organa**  2



**Legendary Creature — Human Rebel Advisor** 

Spells your opponents cast on your turn cost 2 more to cast.

When General Organa leaves the battlefield, scry 2.

*"The Force will be with you always."*

2/2

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