

### 01 INSERT: LORWYN

#### Insert

You may use the Lorwyn pack instead of the normal set of edit cards.

*Lorwyn is a land of insular tribes. This pack focus on tribal synergies.*

049/052 S

### 01 INSERT: LORWYN RULES Pt 1

#### Rules

At the start of a Lorwyn draft, each drafter draws three random common or uncommon Edits from the main set (*Redraw any that could not be applied to a creature*). They draw three random creatures from the cube.

They choose one of those edit cards and a creature type from among the drawn cards.

050/052 S

### 01 INSERT: LORWYN RULES Pt 2

#### Rules

Add "This is [Creature Type]'s Iconic Ability]" to that edit card and remove it from the cube. Return all other cards to the cube.

Search seryfall.com for a french vanilla creature of that type with mana value 2 or less. That becomes this type's Iconic Token.

051/052 S

### 01 INSERT: LORWYN RULES Pt 3

#### Rules

If an Edit card would refer to an Iconic Ability or Token for a type that does not have one, it is skipped.

If you cannot find an appropriate creature to become an Iconic Token, you may have a creature's iconic token be a 2/2 with a single evergreen keyword.

052/052 S

### 01 Pack: Adoption

#### Edit

Edit a creature

If it has two or fewer creature types, choose a creature type. They gain that type.

Then choose one of its types. Edit that card with that type's Iconic Ability, if possible.

002/052 C

### 01 Pack: Adoption

#### Edit

Edit a creature

If it has two or fewer creature types, choose a creature type. They gain that type.

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003/052 C

### 01 Pack: Adoption

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001/052 C

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004/052 C

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005/052 C

01 Pack: Adoption

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Edit a creature

If it has two or fewer creature types, choose a creature type. They gain that type.

Then choose one of its types. Edit that card with that type's Iconic Ability, if possible.

006/052 C

01 Pack: Bringing Allies

Edit

Edit a creature

Choose a creature type it doesn't have, but whose Iconic Token shares a color with it. It gains, "When this enters the battlefield, create that type's Iconic Token"

007/052 C

01 Pack: Bringing Allies

Edit

Edit a creature

Choose a creature type it doesn't have, but whose Iconic Token shares a color with it. It gains, "When this enters the battlefield, create that type's Iconic Token"

008/052 C

01 Pack: Bringing Kin

Edit

Edit a creature

Choose one of its types. It gains, "When this enters the battlefield, create that type's Iconic Token"

009/052 C

01 Pack: Bringing Kin

Edit

Edit a creature

Choose one of its types. It gains, "When this enters the battlefield, create that type's Iconic Token"

010/052 C

01 Pack: Bringing Kin

Edit

Edit a creature

Choose one of its types. It gains, "When this enters the battlefield, create that type's Iconic Token"

011/052 C

01 Pack: Bringing Kin

Edit

Edit a creature

Choose one of its types. It gains, "When this enters the battlefield, create that type's Iconic Token"

012/052 C

01 Pack: Bringing Strange Allies

Edit

Edit a creature

It gains, "When this enters the battlefield, create a 1/1 colorless Shapeshifter creature token with changeling"

013/052 U

01 Pack: Bringing Strange Allies

Edit

Edit a creature

It gains, "When this enters the battlefield, create a 1/1 colorless Shapeshifter creature token with changeling"

014/052 U

### 01 Pack: Brutal Friends

#### Edit — Modification

Choose a creature type.

Choose one —

- Give a black permanent, “Sacrifice a [type], ☹: Each opponent loses 2 life”
- Modify one ability to “Sacrifice a [type]:”

043/052 C

### 01 Pack: Brutal Kin

#### Edit — Modification

Choose a creature type.

Choose one —

- Give a black permanent, “Sacrifice a [type], ☹: Return a [type] with mana value 3 or less from the graveyard to the battlefield”
- Modify one ability to “Sacrifice a [type]:”

044/052 C

### 01 Pack: Changeling

#### Edit

Edit a creature

It gains changeling (*This card is every creature type.*)

015/052 U

### 01 Pack: Changeling

#### Edit

Edit a creature

It gains changeling (*This card is every creature type.*)

016/052 U

### 01 Pack: Choose a Lord

#### Edit

Edit a permanent

It gains, “When this enters the battlefield, choose a creature type. Other creatures of the chosen type get +1/+1” Increase its cost by 1

017/052 U

### 01 Pack: Crossover Lord

#### Edit

Edit a creature.

You may give it a new creature type. Chose two of its creature types.

Edit it with both types’ Iconic Abilities. It also gains, “Creatures of the first type gain the second type’s Iconic Ability” and vice versa.

018/052 R

### 01 Pack: Dual Lords

#### Draft Action

At the end of the draft, reveal this and choose three cards in your draft pool that mention a creature type.

Choose a creature type that is not among those mentioned. Edit those mentions to also include the chosen creature type.

*i.e. “Dragons you control have...” to “Dragons and Goblins you control have...”*

019/052 U

### 01 Pack: Favor a Tribe

#### Edit

Edit a noncreature card that can target a creature, or has an ability that can target a creature.

Choose a creature type. The card or ability gains, “If this targets a [Type], double the effects”

020/052 C

### 01 Pack: Favor a Tribe

#### Edit

Edit a noncreature card that can target a creature, or has an ability that can target a creature.

Choose a creature type. The card or ability gains, “If this targets a [Type], double the effects”

021/052 C

### 01 Pack: Iconic Lord

Edit

Edit a creature

If it has less than three creature types, you may give it another creature type. Then choose one of its types.

Edit it with that type's Iconic Ability. It also gains, "Other creatures of that type gain Iconic Ability". Increase its cost by 1.

022/052 U

### 01 Pack: Iconic Lord

Edit

Edit a creature

If it has less than three creature types, you may give it another creature type. Then choose one of its types.

Edit it with that type's Iconic Ability. It also gains, "Other creatures of that type gain Iconic Ability". Increase its cost by 1.

023/052 U

### 01 Pack: Keyword Lord

Edit

Edit a permanent

Draw a random Keyword Edit from the main set, choose a keyword from it and choose one of this card's types. If it is not a creature, choose any creature type.

This card gains, "Creatures of that type gain that keyword". It gets the cost adjustments from the Keyword card.

024/052 R

### 01 Pack: Lord

Edit

Edit a permanent

If it is a creature, choose one of its creature types. Otherwise, choose any creature type.

It gains, "Other [Type]s get +1/+1"

025/052 C

### 01 Pack: Lord

Edit

Edit a permanent

If it is a creature, choose one of its creature types. Otherwise, choose any creature type.

It gains, "Other [Type]s get +1/+1"

026/052 C

### 01 Pack: Lord

Edit

Edit a permanent

If it is a creature, choose one of its creature types. Otherwise, choose any creature type.

It gains, "Other [Type]s get +1/+1"

027/052 C

### 01 Pack: Mass Adoption

Draft Action

Edit a creature

At the end of the draft, choose a creature type.

Edit up to three creature cards in your draft pool that have two or fewer creature types. Add the chosen type to each. *(This does not count against the limit of 3 edits per card)*

028/052 C

### 01 Pack: Mass Adoption

Draft Action

Edit a creature

At the end of the draft, choose a creature type.

Edit up to three creature cards in your draft pool that have two or fewer creature types. Add the chosen type to each. *(This does not count against the limit of 3 edits per card)*

029/052 C

### 01 Pack: Mourning Friends

Edit – Modification

Choose a creature type.

Choose one —

- Give a white permanent, "Whenever a nontoken [Type] you control dies, you gain 3 life"
- Modify one ability to "Whenever a nontoken [Type] you control dies"

039/052 C

### 01 Pack: Mourning Kin

#### Edit — Modification

Choose a creature type.

Choose one —

- Give a white permanent, “Whenever a nontoken [Type] you control dies, create that type’s Iconic Token”
- Modify one ability to “Whenever a nontoken [Type] you control dies”

040/052 C

### 01 Pack: Reveal

#### Edit

Edit a creature

It costs 2 less to cast and gains, “As an additional cost to play this, pay 3 or reveal another card that shares a creature type with it from your hand”

050/052 U

### 01 Pack: Royal

#### Edit

Edit a creature

It gains, “Creatures that share a type with this gain all of this creature’s other abilities”

It costs 2 more to cast

051/052 R

### 01 Pack: Scheming Friends

#### Edit — Modification

Choose a creature type.

Choose one —

- Give a blue permanent, “Tap three untapped [Type]s: Scry 2”
- Modify one ability to “Tap three untapped [Type]s:”

041/052 C

### 01 Pack: Scheming Kin

#### Edit — Modification

Choose a creature type.

Choose one —

- Give a blue permanent, “Tap three untapped [Type]s: Target [Type] can’t be blocked until end of turn”
- Modify one ability to “Tap three untapped [Type]s:”

042/052 C

### 01 Pack: Strange Lord

#### Edit

Edit a creature

Choose a creature type it doesn’t have.

It gains, “[Type]s get +1/+1”

052/052 U

### 01 Pack: Tribal Radiant

#### Edit

Edit an instant or sorcery that targets a single creature

This spell costs 2 more and gains, “When you cast this, choose a creature type” and replace “target” with “Creatures of the chosen type”

033/052 C

### 01 Pack: Tribal Radiant

#### Edit

Edit an instant or sorcery that targets a single creature

This spell costs 2 more and gains, “When you cast this, choose a creature type” and replace “target” with “Creatures of the chosen type”

034/052 C

### 01 Pack: Tribal Radiant

#### Edit

Edit an instant or sorcery that targets a single creature

This spell costs 2 more and gains, “When you cast this, choose a creature type” and replace “target” with “Creatures of the chosen type”

035/052 C

### 01 Pack: Warring Friends

#### Edit — Modification

Choose a creature type.

Choose one —

- Give a red permanent, “Whenever a [Type] you control deals combat damage to a noncreature target, this deals 1 damage to any non[Type] target”
- Modify one ability to “Whenever a [Type] you control deals combat damage to a noncreature target”

045/052 C

### 01 Pack: Warring Kin

#### Edit — Modification

Choose a creature type.

Choose one —

- Give a red permanent, “Whenever a [Type] you control deals combat damage to a noncreature target, you may put a [Type] with mana value 3 or less from your hand onto the battlefield”
- Modify one ability to “Whenever a [Type] you control deals combat damage to a noncreature target”

046/052 C

### 01 Pack: Welcoming Friends

#### Edit — Modification

Choose a creature type.

Choose one —

- Give a green permanent, “Whenever another [type] enters the battlefield under your control, add ♣”
- Modify one ability to “Whenever another nontoken [type] enters the battlefield under your control”

047/052 C

### 01 Pack: Welcoming Kin

#### Edit — Modification

Choose a creature type.

Choose one —

- Give a green permanent, “Whenever another [type] enters the battlefield under your control, put two +1/+1 counters on target [type]”
- Modify one ability to “Whenever another nontoken [type] enters the battlefield under your control”

048/052 C

### 01 Pack: X Creature Type

#### Edit — Numbers

Change any number on a card to X

Choose a creature type. If X is not yet defined, add “Where X is the number of that type you control”

Increase the cost by 2 and then decrease it by the original number.

057/052 C

### 01 Pack: X Creature Type

#### Edit — Numbers

Change any number on a card to X

Choose a creature type. If X is not yet defined, add “Where X is the number of that type you control”

Increase the cost by 2 and then decrease it by the original number.

058/052 C

### 01 Pack: X Creature Type

#### Edit — Numbers

Change any number on a card to X

Choose a creature type. If X is not yet defined, add “Where X is the number of that type you control”

Increase the cost by 2 and then decrease it by the original number.

056/052 C