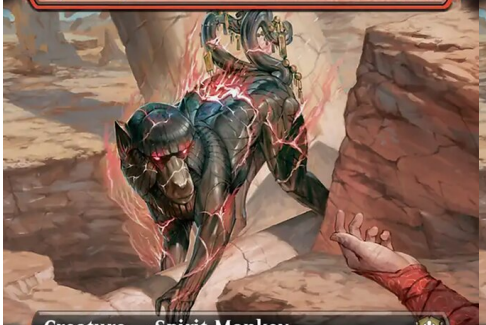
Relic Retriever 1 R



Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

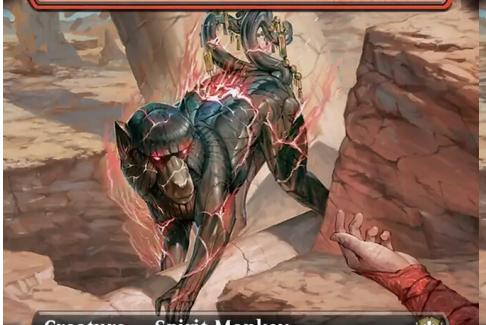
Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R



Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

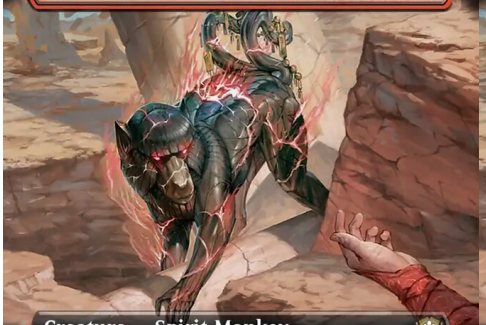
Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R



Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

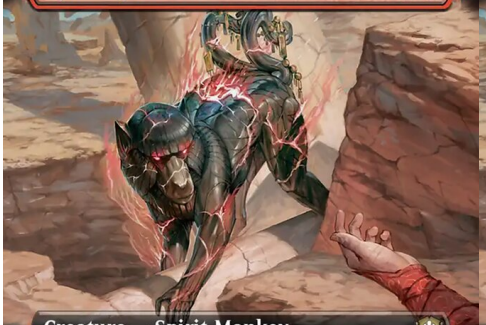
Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R



Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast

Relic Retriever 1 R

Creature — Spirit Monkey

First strike

At the beginning of each end step, if a card left your graveyard this turn, create a Treasure token.

Students working in the field for the first time learn the benefits of small, agile spirit statues over large, strong ones.

2/1

R 0083
SOC • EN
Aldo Dominguez

™ & © 2026 Wizards of the Coast