
Umori, the Collector
Legendary Creature — Ooze
Companion — Each nonland card in your starting deck shares a card type. (If this card is your chosen companion, you may put it into your hand from outside the game for 3 as a sorcery.)
As Umori, the Collector enters the battlefield, choose a card type.
Spells you cast of the chosen type cost 1 less to cast.
4/5
R 0192
MUL ★EN
Daniel Warren Johnson
™ & © 2023 Wizards of the Coast


Umori, the Collector
Legendary Creature — Ooze
Companion — Each nonland card in your starting deck shares a card type. (If this card is your chosen companion, you may put it into your hand from outside the game for 3 as a sorcery.)
As Umori, the Collector enters the battlefield, choose a card type.
Spells you cast of the chosen type cost 1 less to cast.
4/5
R 0192
MUL ★EN
Daniel Warren Johnson
™ & © 2023 Wizards of the Coast


Umori, the Collector
Legendary Creature — Ooze
Companion — Each nonland card in your starting deck shares a card type. (If this card is your chosen companion, you may put it into your hand from outside the game for 3 as a sorcery.)
As Umori, the Collector enters the battlefield, choose a card type.
Spells you cast of the chosen type cost 1 less to cast.
4/5
R 0192
MUL ★EN
Daniel Warren Johnson
™ & © 2023 Wizards of the Coast


Umori, the Collector
Legendary Creature — Ooze
Companion — Each nonland card in your starting deck shares a card type. (If this card is your chosen companion, you may put it into your hand from outside the game for 3 as a sorcery.)
As Umori, the Collector enters the battlefield, choose a card type.
Spells you cast of the chosen type cost 1 less to cast.
4/5
R 0192
MUL ★EN
Daniel Warren Johnson
™ & © 2023 Wizards of the Coast