



Arc Lightning

2

Sorcery

Arc Lightning deals 3 damage divided as you choose among one, two, or three target creatures and/or players.

Lightning burns the dragon's path.

097/269 P Ugin's Fate
KTK • EN Seb McKinnon

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Blasphemous Act

8

Sorcery

Blasphemous Act costs 1 less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

"Holy places are no longer sanctuary from death, and death is no longer sanctuary from anything."
—Thalia, Knight-Cathar

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Pyroclasm

1

Sorcery

Pyroclasm deals 2 damage to each creature.

"Who'd want to ignite things one at a time?"
—Chandra Nalaar

John Avon

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Woodland Cemetery

Land

Woodland Cemetery enters the battlefield tapped unless you control a Swamp or a Forest.

\diamond : Add \diamond or \spades to your mana pool.

Farmers cut the trees and buried their dead.
The dead rose up and killed the farmers. The
trees grew back and strangled the dead.

Lars Grant-West

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Wren's Run Packmaster

3

Creature — Elf Warrior

Champion an Elf (When this creature enters the battlefield, sacrifice it unless you exile another Elf you control. When this creature leaves the battlefield, that card returns to the battlefield.)

$2 \spades$: Put a 2/2 green Wolf creature token onto the battlefield.

Wolves you control have deathtouch.

5/5

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Basic Land



Swamp

♦

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Basic Land



Swamp

♦

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Journey to Nowhere 1*

Enchantment

When Journey to Nowhere enters the battlefield, exile target creature.
When Journey to Nowhere leaves the battlefield, return the exiled card to the battlefield under its owner's control.

Warren Mahy
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Muscle Sliver 1

Creature – Sliver

All Sliver creatures get +1/+1.
The air was filled with the cracks and snaps of flesh hardening as the new sliver joined the battle.

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Plated Sliver *

Creature – Sliver

All Slivers get +0/+1.
Overcoming extinction has only made the slivers more determined to live.

Illus. Greg Staples
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