





**Thirst for Discovery**

2



Instant

Draw three cards. Then discard two cards unless you discard a basic land card.

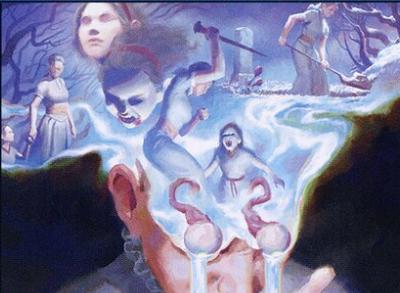
*"This is your only warning, alchemist. The secrets of the sea are not yours to behold. Lord Krothuss will not be so merciful next time."*  
—Runo Stromkirk

085/277 U  
VOW • EN ➔ DOMINIK MAYER

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**Memory Deluge**

2



Instant

Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.

Flashback 5 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

062/277 R  
MID • EN ➔ LAKE HURWITZ

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**Mystic Confluence**

3



Instant

Choose three. You may choose the same mode more than once.

- Counter target spell unless its controller pays 3.
- Return target creature to its owner's hand.
- Draw a card.

Illus. Kieran Yanner

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**Portent**

1



Sorcery

Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle their library.  
Draw a card at the beginning of the next turn's upkeep.

097/307 C  
C18 • EN ➔ CHRISTOPHER BURDETT

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**Echo of Eons**

4



Sorcery

Each player shuffles their hand and graveyard into their library, then draws seven cards.

Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

*The present is a matter of perspective.*

046/254 M  
MH1 • EN ➔ TERESA NIELSEN

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**Cryptbreaker**

1



Creature - Zombie

① ( ), Discard a card: Create a 2/2 black Zombie creature token.

Tap three untapped Zombies you control: You draw a card and you lose 1 life.

DAREK ZABROCKI

1/1

**Bloodghast**

2



Creature — Vampire Spirit

1

Bloodghast can't block.  
Bloodghast has haste as long as an opponent has 10 or less life.  
*Landfall* — Whenever a land enters the battlefield under your control, you may return Bloodghast from your graveyard to the battlefield.

Daarken

2/1

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**Dauthi Voidwalker**

2



Creature — Dauthi Rogue

1

Shadow (This creature can block or be blocked by only creatures with shadow.)  
If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.  
•, Sacrifice Dauthi Voidwalker: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

081/303 R  
MH2 • EN ➔ SIDHARTH CHATURVEDI

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**Mesmeric Fiend**

1



Creature — Nightmare Horror

2

When Mesmeric Fiend enters the battlefield, target opponent reveals his or her hand and you choose a nonland card from it. Exile that card.  
When Mesmeric Fiend leaves the battlefield, return the exiled card to its owner's hand.

097/249 U  
A25 • EN ➔ DANA KNUTSON

1/1

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**Laelia, the Blade Reforged** 

2/2

Legendary Creature – Spirit Warrior 

Haste

Whenever Laelia, the Blade Reforged attacks, exile the top card of your library. You may play that card this turn.

Whenever you exile one or more cards from your library and/or your graveyard, put a +1/+1 counter on Laelia.

2/2

053/081 R  
C21 • EN ➔ WISNU TAN

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**Red Elemental Blast** 

2/2

Instant 

Choose one —

- Counter target blue spell.
- Destroy target blue permanent.

*Nothing restrains a burning passion.*147/249 U  
A25 • EN ➔ IZZY

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**Fury** 

3/2/2

Creature – Elemental Incarnation 

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

126/303 M  
MH2 • EN ➔ RAOU VITALE

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**Wheel of Misfortune** 

2/2

Sorcery 

Each player secretly chooses a number 0 or greater, then all players reveal those numbers simultaneously and determine the highest and lowest numbers revealed this way. Wheel of Misfortune deals damage equal to the highest number to each player who chose that number. Each player who didn't choose the lowest number discards their hand, then draws seven cards.

211/361 R  
CMR • EN ➔ J.P. TARGETE

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**Destructive Force** 

5/2/2

Sorcery 

Each player sacrifices five lands. Destructive Force deals 5 damage to each creature.

*The end of the world rarely comes quietly.*Jung Park  
1993–2010 Wizards of the Coast LLC 135/340**Goblin Bombardment** 

1/2/2

Enchantment 

Sacrifice a creature: Goblin Bombardment deals 1 damage to any target.

*With one motion, a pest is removed and a scourge inflicted.*279/303 R  
MH2 • EN ➔ DAVE KENDALL

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Dave Kendall

**Thundermaw Hellkite** 

3/2/2

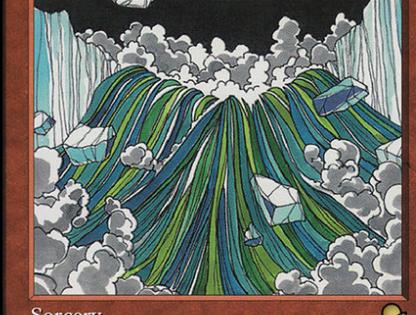
Creature – Dragon 

Flying, haste

When Thundermaw Hellkite enters the battlefield, it deals 1 damage to each creature with flying your opponents control. Tap those creatures.

149/249 M  
IMA • EN ➔ SVETLIN VELINOV

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**Jokulhaups** 

4/2/2

Sorcery 

Destroy all artifacts, creatures, and lands. They can't be regenerated.

*"I was shocked when I first saw the aftermath of the Yavimaya Valley disaster. The raging waters had swept away trees, bridges, and even houses. My healers had much work to do."*  
—Halvor Arenson, Kjeldoran priest

Illus. Richard Thomas

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**Underworld Breach** 

1/2/2

Enchantment 

Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)

At the beginning of the end step, sacrifice Underworld Breach.

161/254 R  
THB • EN ➔ LIE SETIWAN

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### Silent Clearing



Land

•, Pay 1 life: Add \* or ♠.  
1, •, Sacrifice Silent Clearing: Draw a card.

*The expedition's end began the marsh's story.*

246/254 R  
MH1 • EN ➔ SEB MCKINNON

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### Fiery Islet



Land

•, Pay 1 life: Add ♦ or ♣.  
1, •, Sacrifice Fiery Islet: Draw a card.

*Where water is the canvas and lava the paint.*

238/254 R  
MH1 • EN ➔ RICHARD WRIGHT

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### Stormcarved Coast



Land

Stormcarved Coast enters the battlefield tapped unless you control two or more other lands.  
•: Add ♠ or ♡.

284/254 R  
VOW • EN ➔ JOKUBAS UOGINTAS

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### Deathcap Glade



Land

Deathcap Glade enters the battlefield tapped unless you control two or more other lands.  
•: Add ♠ or ♡.

281/254 R  
VOW • EN ➔ MUHAMMAD FIRDAUS

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### Nurturing Peatland



Land

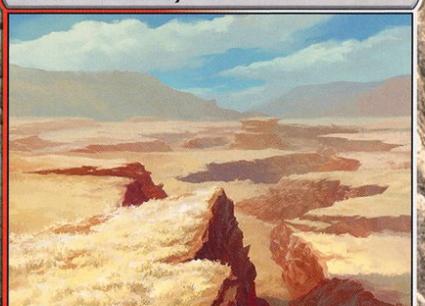
•, Pay 1 life: Add ♠ or ♡.  
1, •, Sacrifice Nurturing Peatland: Draw a card.

*New life is born within its shadows.*

243/254 R  
MH1 • EN ➔ NOAH BRADLEY

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### Sunbaked Canyon



Land

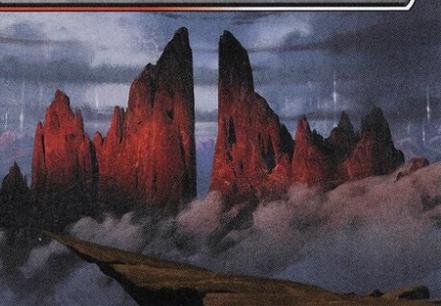
•, Pay 1 life: Add ♦ or \*.  
1, •, Sacrifice Sunbaked Canyon: Draw a card.

*Since the river ran dry, travelers wander where fish once swam.*

247/254 R  
MH1 • EN ➔ YEONG-HAO HAN

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### Sundown Pass



Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.  
•: Add ♠ or \*.

285/254 R  
VOW • EN ➔ JOHANNES VOSS

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### Dreamroot Cascade



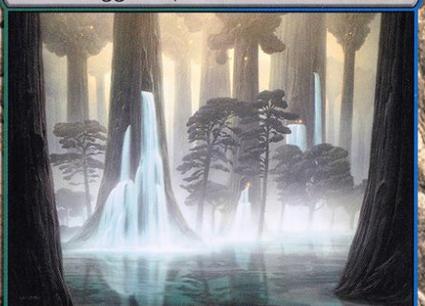
Land

Dreamroot Cascade enters the battlefield tapped unless you control two or more other lands.  
•: Add ♠ or ♡.

282/254 R  
VOW • EN ➔ JOKUBAS UOGINTAS

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### Waterlogged Grove



Land

•, Pay 1 life: Add ♦ or ♦.  
1, •, Sacrifice Waterlogged Grove: Draw a card.

*The trees pull water from deep underground, filling the forest for miles.*

249/254 R  
MH1 • EN ➔ JOHN AVON

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### Boseiju, Who Endures



Legendary Land



**C:** Add ♠.  
*Channel — 1 ♠, Discard Boseiju, Who Endures: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs 1 less to activate for each legendary creature you control.*

266/302 R NEO • EN CHRIS OSTROWSKI

### Dark Depths



Legendary Snow Land



Dark Depths comes into play with ten ice counters on it.  
3: Remove an ice counter from Dark Depths.  
When Dark Depths has no ice counters on it, sacrifice it. If you do, put an indestructible legendary 20/20 black Avatar creature token with flying named Marit Lage into play.

— Stephan Martiniere

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### Field of the Dead



Land



Field of the Dead enters the battlefield tapped.

**C:** Add ♦.

Whenever Field of the Dead or another land enters the battlefield under your control, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.

247/280 R M20 • EN KEY WALKER

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### Thespian's Stage



Land



**C:** Add ♦.

2, **C:** Thespian's Stage becomes a copy of target land, except it has this ability.

*Amid rumors of war, the third act of The Absolution of the Guildpact was quickly rewritten as a tragedy.*

327/332 R 2XM • EN JOHN AVON

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### Urza's Saga



Enchantment Land — Urza's Saga



259/303 R MM2 • EN TITUS LUNTER

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(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I Urza's Saga gains “**C:** Add ♦.”

II Urza's Saga gains “2, **C:** Create a 0/0 colorless Construct artifact creature token with ‘This creature gets +1/+1 for each artifact you control.’”

III Search your library for an artifact card with mana cost 0 or 1, put it onto the battlefield, then shuffle.

### Volrath's Stronghold



Legendary Land



**C:** Add 1 to your mana pool.

1 ♠, **C:** Put target creature card from your graveyard on top of your library.

*The seed of a world's evil.*

248/269 R TPR • EN KEY WALKER

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