

Demónio regalo de sangue

Criatura — Demónio

Vuela.

Al comienzo de tu mantenimiento, el jugador objetivo roba una carta y pierde 1 vida.

El deseo de la descomunión no matarás y de que creas que con los gobernantes la inmortalidad.

Peter Nulwarker

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5/4

Perforar el alma

Instantáneo

Puedes remover del juego dos cartas negras de tu mano en lugar de pagar el costo de manía de Perforar el alma.

Perforar el alma hace 4 puntos de daño a la criatura o jugador objetivo y tú ganas 4 vidas.

Mike Englund

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3/3

Bad Moon

Enchantment

All black creatures in play gain +1/+1.

Jasper Mynor

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0/0

Deadly Designs

Enchantment

Put a plot counter on Deadly Designs. Any player may activate this ability.

When there are five or more plot counters on Deadly Designs, sacrifice it. If you do, destroy up to two target creatures.

PLOT COUNTER

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Bandida velacometa

Criatura — Pirata humano

(M)

Vuela.

Cuando la Bandida velacometa entre al campo de batalla, el oponente objetivo muestra su mano. Tú eliges de ahí una carta que no sea tierra ni criatura. Exilia esa carta hasta que la Bandida velacometa deje el campo de batalla.

107/276 U

HAB • SP Ben Scott

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1/2

Agujonero letal

Criatura — Escorpión zombie

W

Toque mortal.

Aprovechar.

Cuando el Agujonero letal aprovecha una criatura, el jugador objetivo roba dos cartas y pierde 2 vidas.

4/6

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3/2

Destrizar

Instantáneo

Destruye la criatura objetivo con fuerza y resistencia totales de 5 o menos.

No hay cabida para la piedad ni las medianas líneas. Amé los píxianos, o matas rápido o mueres.

—Jodah

A12 P. Promotional Art

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Infernal Tutor

Sorcery

Revela una carta de tu mano. Busca tu biblioteca por una carta con el mismo nombre que那 card, revela it, píntalo a tu mano, luego baraja tu biblioteca.

Hellbent — Si tienes 0 cartas en tu mano, en su lugar busca tu biblioteca por una carta, píntala a tu mano, luego baraja tu biblioteca.

Key Walker

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3/3

復讐の炎

Enchantment — Ora • 炎

W

エンチャント (ブレイゾー)

エンチャントされているプレイヤーが原文を一つ選ぶとき、復讐の炎の上に置かれたカードを×掉く。

エンチャントされているプレイヤーがゲームに負けたとき、あなたは×したカードを復讐の炎の上に置かれている魔術カウンターの総数に等しい。

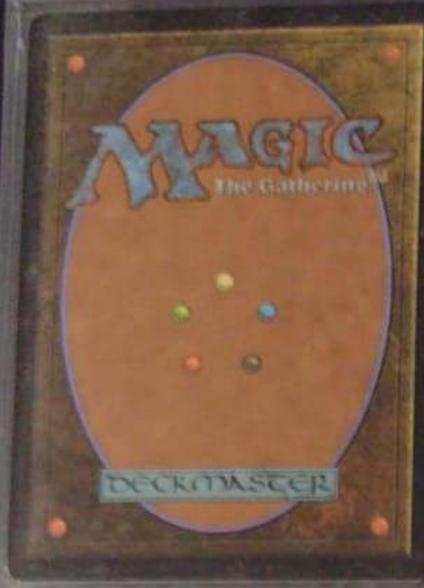
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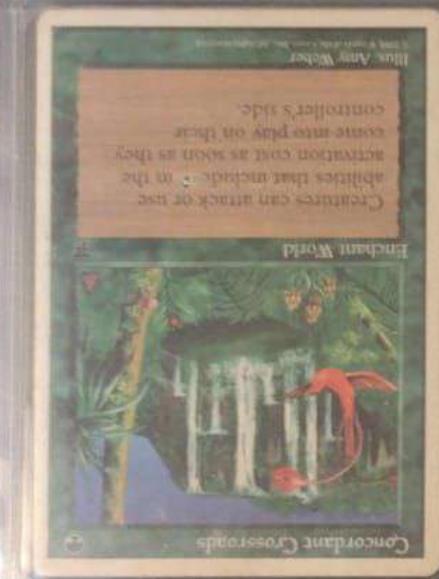
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Oblivion Ring

2*

**Enchantment**

When Oblivion Ring enters the battlefield, exile another target nonland permanent.

When Oblivion Ring leaves the battlefield, return the exiled card to the battlefield under its owner's control.

—Frost VWswhm

Cleric Class

(Gain the next level as a sorcery to add its ability.)

If you would gain life, you gain that much life plus 1 instead.

Level 2

Whenever you gain life, put $+1/+1$ counter on target creature you control.

Level 3

When this Class becomes level 3, return target creature card from your graveyard to the battlefield. You gain life equal to its toughness.

Enchantment — Class

— A © 2011 Wizards of the Coast

AFR - EN - Alara Return

Aura of Silence

1*

**Enchantment**

Artifact and enchantment spells your opponents cast cost 2 more to cast. Sacrifice Aura of Silence: Destroy target artifact or enchantment.

Not all silences are easily broken.

Out of Time

1*

**Enchantment**

When Out of Time enters the battlefield, untap all creatures, then phase them out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature phased out this way.

Vanishing (At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)

— A © 2011 Wizards of the Coast

M12 - EN - Shattered Knoll

Soul Snare**Enchantment**

*. Sacrifice Soul Snare: Exile target creature that's attacking you or a planeswalker you control.

"Body and spirit are sworn enemies. They will take any excuse to be rid of each other."
— Tariel, Reckoner of Souls

— A © 2011 Wizards of the Coast

C10 - EN - Kozai Cataclysm

2*

Wrath of God**Sorcery**

Destroy all creatures. They can't be regenerated.

— A © 2011 Wizards of the Coast

ZMH - EN - Rev Walker

2*

Heliod, Sun-Crowned

2*

**Legendary Enchantment Creature — God****Indestructible**

As long as your devotion to white is less than five, Heliod isn't a creature.

Whenever you gain life, put a $+1/+1$ counter on target creature or enchantment you control.

*: Another target creature gains lifelink until end of turn.

— A © 2011 Wizards of the Coast

Paladin Class

*

(Gain the next level as a sorcery to add its ability.)

Spells your opponents cast during your turn cost 1 more to cast.

Level 2

Creatures you control get $+1/+1$.

Level 3

Whenever you attack, until end of turn, target attacking creature gets $+1/+1$ for each other attacking creature and gains double strike.

Enchantment — Class

— A © 2011 Wizards of the Coast

AFR - EN - Carrion Bloom

Day of Judgment

2*

**Sorcery**

Destroy all creatures.

"I have seen planes leveled and all life rendered to dust. It brought no pleasure, even to a heart as dark as mine."
— Sorin Markov

— Vincent Price

— A © 2011 Wizards of the Coast





Farewell

100

**Sorcery**

- Choose one or more —
- Exile all artifacts.
 - Exile all creatures.
 - Exile all enchantments.
 - Exile all graveyards.

263 WED-EN Wizards of the Coast

Elspeth, némesis del sol

2*

**Planeswalker legendario — Elspeth**

- 1**: Hasta dos criaturas objetivo que controlas obtienen +2/+1 cada una hasta el final del turno.
- 2**: Crea dos fichas de criatura Soldado Humano blancas 1/1.
- 3**: Ganas 5 vidas.

Escapatoria — 4 * * exiliar otras cuatro cartas de tu cementerio. (Puedes limpiar esta carta desde tu cementerio pagando su costo de escapatoria.)

5

014/254 M THB-SP LIVIA PRIMA

108/251 U C16-JP TEREM NIELSEN

剣を譲るに

*

**インスタント**

クリーチャー 1体を対象とし、それを追放する。そのコストローフーは、それのパワーに等しい点数のライフを得る。

ごく小さい後悔の種が教導の花を咲かせる。

DFB-351 U

C16-JP TEREM NIELSEN

Path to Exile

2*

**Instant**

Exile target creature. Its controller may search his or her library for a basic land card, put that card onto the battlefield tapped, then shuffle his or her library.

Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This creature's power and toughness are each equal to the number of Spirits you control."

017/249 U

MM3-EN Todd Lockwood

108/251 U C16-JP David Alcorn Basch

Idyllic Tutor

2*

**Sorcery**

Search your library for an enchantment card, reveal it, put it into your hand, then shuffle your library.

"You are loved, child."

Auramancia superior

1*

**Encantamiento**

Los otros encantamientos que controlas tienen la habilidad de velo. Las criaturas encantadas que controlas tienen la habilidad de velo.

Un délicado velo de ilusiones puede ser tan fuerte como el hierro.

"The realm of the gods opens before me!"

018/280 R

H20-EN Eric Deschamps

108/251 U C16-JP Eric Deschamps

Enlightened Tutor

*

**Instant**

Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

"I do not teach. I simply reveal."

—Daudi, Femeref tutor

Starfield Mystic

1*

**Creature — Human Cleric**

M20

Enchantment spells you cast cost 1 less to cast.

Whenever an enchantment you control is put into a graveyard from the battlefield, put a +1/+1 counter on Starfield Mystic.

"The realm of the gods opens before me!"

019/280 R

H20-EN Eric Deschamps

108/251 U C16-JP Eric Deschamps

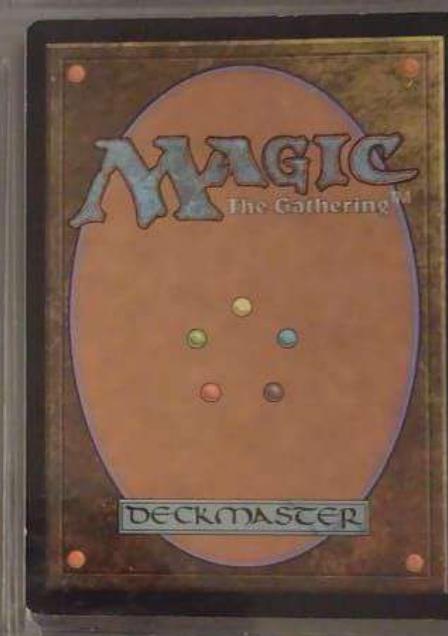
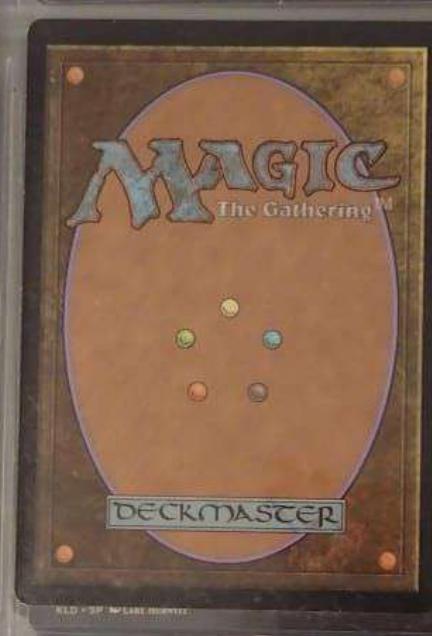
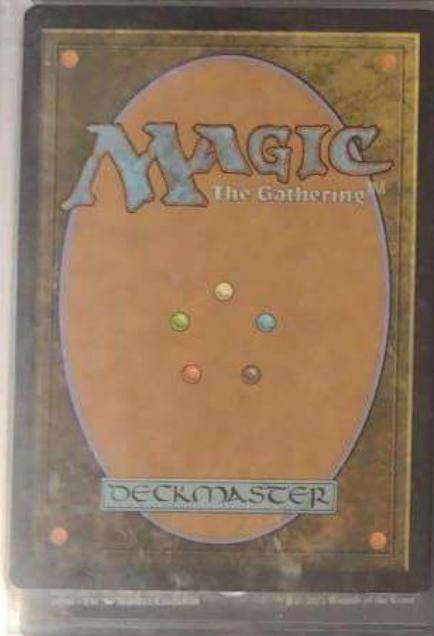
2/2

Chuck Lukacs

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全能なる者アルカニス

3 3 3



伝説のクリーチャー — ウィザード

3/4

● — カードを3枚引く。

● ● ● 全能なる者アルカニスをオーナーの手元に戻す。

彼は本路の地を渡ってきた。そして、二度とそんなことをする者がないよう気付かされた。

Gandalf, amigo de la Comarca

3 4



Criatura legendaria — Hechicero avatar

2/4

Destello.

Puedes lanzar los hechizos de conjuro como si tuvieras la habilidad de destello.

Siempre que el Anillo te tiene, si eliges una criatura que no sea Gandalf, amigo de la Comarca como tu portador del Anillo, roba una carta.

"Después de cien años, los hobbits aún pueden sorprenderme."

Thada Adel, adquisidora

1 3 3



Criatura legendaria — Bribón tritón

2/2

Cruza islas.

Siempre que Thada Adel, adquisidora haga daño de combate a un jugador, busca en la biblioteca de ese jugador una carta de artefacto y exiliála. Luego ese jugador baraja su biblioteca. Hasta el final del turno, puedes jugar esa carta.

— Andrew Robinson

Uyo, profeta silenciosa

3 3 3



Criatura legendaria — Hechicero pueblo lunar

4/4

Vuela.

2, regresar dos tierras que controles a la mano de su propietario: Copia el hechizo objetivo de instantáneo o de conjuro. Puedes elegir nuevos objetivos para la copia.

— John Bolton

Overwhelming Denial

2 3 3



Instant

Surge ♦ ♦ (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)

Overwhelming Denial can't be countered by spells or abilities.

Counter-target spell.

061/184 R
DDW-EN Ro-JAMURABAY

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Disparo metamórfico

3



Instantáneo

Arrebato. (Elegí uno o más costes adicionales.)

+ 1 — Hasta el final del turno, la criatura objetivo se convierte en un Conejo blanco con fuerza y resistencia base de 0/1.

+ 3 — El jugador objetivo roba dos cartas.

El alma de Rundo pasó de vengativa a vegetariana.

U-0057
OTJ-EN MICHAEL PARK

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Cenit del sol azul

3 3 3



Instantáneo

El jugador objetivo roba X cartas. Baraja el Cenit del sol azul en la biblioteca de su propietario.

"La Búsqueda del Origen esperará. Debemos asegurarnos de que sobreviviremos para volver a ocuparnos de ella."

— Pelyus, ordinal vedalken

Jace, the Mind Sculptor

2 3 3



Legendary Planeswalker — Jace

3

+2: Mira la carta superior de la biblioteca del jugador objetivo. Puedes poner esa carta en la parte inferior de la biblioteca del jugador objetivo.

0: Dibuja tres cartas, luego pón las dos cartas superiores de tu biblioteca en la parte superior de tu biblioteca en cualquier orden.

-1: Devuelve la criatura objetivo a su dueño.

-2: Exilia todas las cartas de la biblioteca del jugador objetivo, luego que el jugador objetivo mezcle su biblioteca.

056/232 W
ZMH-EN Nelson Chan

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Mizzium Meddler

3



Creature — Vedalken Wizard

3

Flash. (You may cast this spell any time you could cast an instant.)

When Mizzium Meddler enters the battlefield, you may change a target of target spell or ability to Mizzium Meddler.

Energy surges in Izzet labs are opportunities for experimentation.

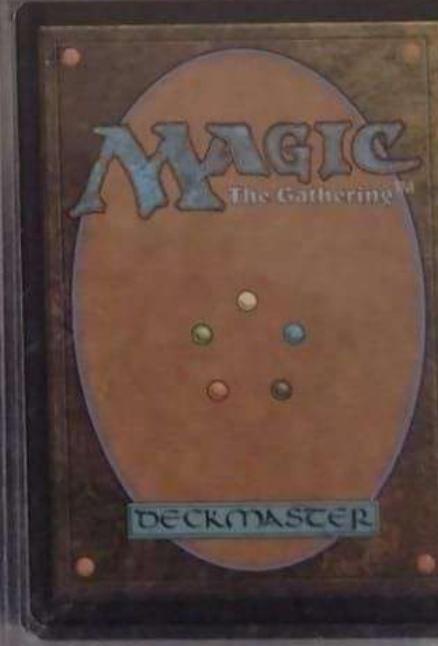
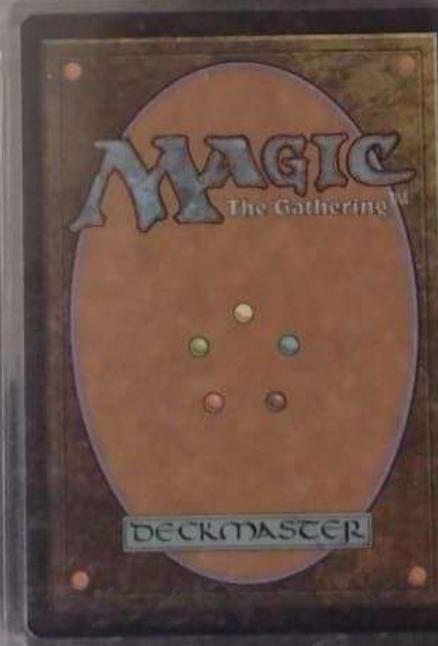
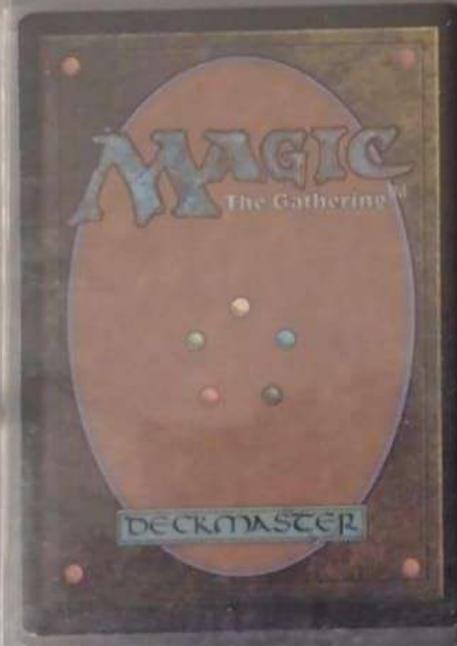
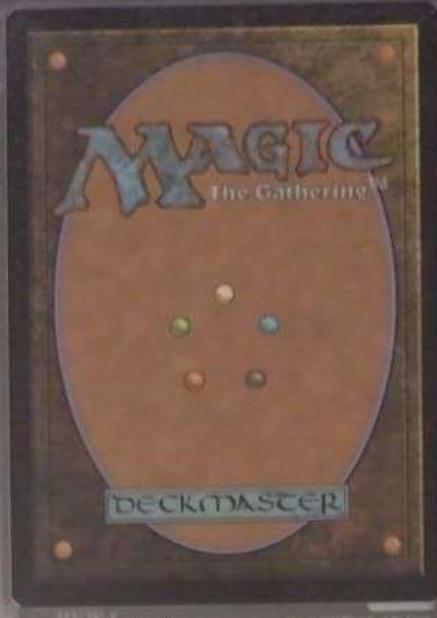
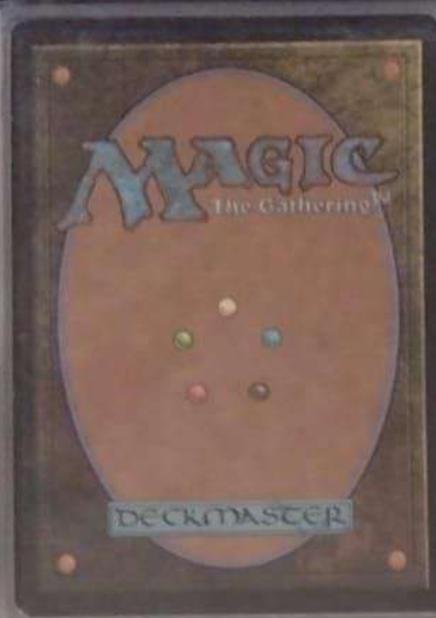
064/272 R
DR1-EN KORIEN BOEK

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Cuidador del tesoro



Criatura artefacto — Constructo

Cuando el Cuidador del tesoro muestra cartas de la parte superior de tu biblioteca hasta que muestras una carta que no sea tierra con coste de mana convertido de 3 o menos. Puedes lanzar esa carta sin pagar su coste de mana. Pon todas las cartas que muestras de esta manera y no lances en el fondo de tu biblioteca en un orden aleatorio.

3/3

177/384 U
MH2 - EN No Man's Land

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Dermotaxi



Artifact — Vehicle

Imprint As Dermotaxi enters the battlefield, exile a creature card from a graveyard.

Tap two untapped creatures you control: Until end of turn, Dermotaxi becomes a copy of the exiled card, except it's a Vehicle artifact in addition to its other types.

0/0

378 R
MH2 - EN No Man's Land

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MAGIC
The Gathering

DECKMASTER

Ornithopter



Artifact Creature — Thopter

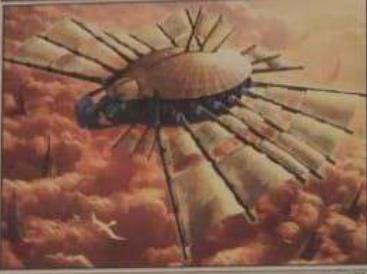
Flying

Regardless of the century, plane, or species, developing artificers never fail to invent the ornithopter.

Agent Volwinkel

0/2

Ornitóptero



Criatura artefacto — Tóptero

Vuela.

Sin importar el siglo, plano, o especie, los artífices nunca dejan de inventar el ornitóptero.

Agent Volwinkel

0/2

Brainstone



Artifact

2, *R*, Sacrifice Brainstone: Draw three cards, then put two cards from your hand on top of your library in any order.

One day, it might provide a flash of insight that turns the tide of battle. Meanwhile, it looks lovely on an end table.

223/305 U
MH2 - EN No Man's Land

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Trepanation Blade



Artifact — Equipment

Whenever equipped creature attacks, defending player reveals cards from the top of his or her library until he or she reveals a land card. The creature gets +1/+0 until end of turn for each card revealed this way. That player puts the revealed cards into his or her graveyard.

Equip 2

303/348 U
MH2 - EN No Man's Land

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Biblioteca de Leng



Artefacto

Sáltate tu fase de descarte.

Siempre que un hechizo o efecto te obliga a descartarte, puedes hacerlo en la parte superior de tu biblioteca.

Ilust: Daniel Gelon

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Sunpetal Grove



Land

M12

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

•: Add ♠ or ♦ to your mana pool.

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KTR - EN - Richard Weirich

New Benalia



Land

New Benalia enters the battlefield tapped.
When New Benalia enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)
•: Add ♦.

270/307 U
C18 - EN - Richard Weirich

Tomb of the Spirit Dragon



Land

KTR

•: Add 1 to your mana pool.
2, •: You gain 1 life for each colorless creature you control.

"The voice calls me here, yet I see only bones. Is this more dragon trickery?"
—Sarkhan Vol

245/260 U
KTR - EN - Sam Didur

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Templo de la epifanía



Tierra

M21

El Templo de la epifanía entra al campo de batalla girado.

Cuando el Templo de la epifanía entre al campo de batalla, adivina 1.

•: Agrega ♦ o ♦.

252/274 R
M21 - EN - Andie Paquette

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Reliquary Tower



Land

M19

You have no maximum hand size.
•: Add ♦.

The most holy treasures are kept far from unclean soil.

254/280 U
M19 - EN - Jesper Ejsing

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Temple of Epiphany



Land

KTR

Temple of Epiphany enters the battlefield tapped.

When Temple of Epiphany enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

•: Add ♦ or ♦ to your mana pool.

Noah Bradley

© 2011 Wizards of the Coast 164-165

Guildless Commons



Land

KTR

Guildless Commons enters the battlefield tapped.

When Guildless Commons enters the battlefield, return a land you control to its owner's hand.

•: Add ♦ ♦.

253/281 R
KTR - EN - McCay Carlson

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Sacred Foundry



Land — Mountain Plains

KTR

(•: Add ♦ or ♦.)

As Sacred Foundry enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

"You will not be trained here. You will be forged."
—Commander Yisen

254/280 R
KTR - EN - Adam Brunette

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Immersturm Skullcairn



Land

KTR

Immersturm Skullcairn enters the battlefield tapped.

•: Add ♦.

1 ♦ ♦ ♦, •, Sacrifice Immersturm Skullcairn: It deals 3 damage to target player. That player discards a card. Activate this ability only any time you could cast a sorcery.

263/285 U
KTR - EN - Cliff Childs

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Throne of Makindi



Land

• Add ♦.

• Put a charge counter on Throne of Makindi.

• Remove a charge counter from Throne of Makindi; Add two mana of any one color. Spend this mana only to cast kicked spells.

263/280 R
ZNR • EN No Stone Left Unturned

Port of Karfell



Land

Port of Karfell enters the battlefield tapped.

• Add ♦.

• Sacrifice Port of Karfell; Mill four cards, then return a creature card from your graveyard to the battlefield tapped. (To mill a card, put the top card of your library into your graveyard.)

269/285 U
KHM • EN No Man's Call

Roadside Reliquary



Land

• Add ♦.

•, •, Sacrifice Roadside Reliquary; Draw a card if you control an artifact. Draw a card if you control an enchantment.

Travelers who leave an offering may pass freely through the forest kami's domain.

270/285 U
NEO • EN No Robin Olafsson

Azurius Chancery



Land

Azurius Chancery enters the battlefield tapped.

When Azurius Chancery enters the battlefield, return a land you control to its owner's hand.

• Add ♦.

233/285 M
C18 • EN No Royal Arms

Rakdos Carnarium



Land

Rakdos Carnarium enters the battlefield tapped.

When Rakdos Carnarium enters the battlefield, return a land you control to its owner's hand.

• Add ♦.

273/287 C
C18 • EN No Iron Arms

Lago de las tierras altas



Tierra

El Lago de las tierras altas entra al campo de batalla girado.

• Agrega ♦ o ♦ a tu reserva de mana.

Con el destino de Innistrad incierto, algunos buscan consuelo en zonas remotas.

277/287 U
301 • EN No Florian De Groot

Base Camp



Land

Base Camp enters the battlefield tapped.

• Add ♦.

• Add one mana of any color. Spend this mana only to cast a Cleric, Rogue, Warrior, or Wizard spell or to activate an ability of a Cleric, Rogue, Warrior, or Wizard.

A new dawn, a new adventure.

257/280 U
ZNR • EN No Andras Elegearas

Great Hall of Starnheim



Land

Great Hall of Starnheim enters the battlefield tapped.

• Add ♦.

•, •, •, Sacrifice Great Hall of Starnheim and a creature you control. Create a 4/4 white Angel Warrior creature token with flying and vigilance. Activate this ability only any time you could cast a sorcery.

259/285 U
KHM • EN No Fossa De Ro

Base Camp



Land

Base Camp enters the battlefield tapped.

• Add ♦.

• Add one mana of any color. Spend this mana only to cast a Cleric, Rogue, Warrior, or Wizard spell or to activate an ability of a Cleric, Rogue, Warrior, or Wizard.

A new dawn, a new adventure.

257/280 U
ZNR • EN No Kirellas Elegearas





Field of Ruin

Land

1. Add \diamond to your mana pool.
2. \diamond , Sacrifice Field of Ruin: Destroy target nonbasic land an opponent controls. Each player searches his or her library for a basic land card, puts it onto the battlefield, then shuffles his or her library.

261/280 L
ZNR • EN Adam Paquette

WOTC • 2020 Wizards of the Coast

Swamp

Basic Land — Swamp

264/280 L
ZNR • EN Alayna Denner

WOTC • 2020 Wizards of the Coast

Isla

Tierra básica — Isla

251/254 L
THB • SP Sam Burley

WOTC • 2020 Wizards of the Coast

Montaña

Tierra básica

Montaña

259/280 L
ZNR • EN Adam Paquette

WOTC • 2020 Wizards of the Coast

Forest

Basic Land

Forest

279/280 L
ZNR • EN Adam Paquette

WOTC • 2020 Wizards of the Coast

Isla

Tierra básica — Isla

251/254 L
THB • SP Sam Burley

WOTC • 2020 Wizards of the Coast

Montaña

Tierra básica — Montaña

253/284 L
THB • SP Sam Burley

WOTC • 2020 Wizards of the Coast

Pantano

Tierra básica

Pantano

274/280 L
ZNR • EN Adam Paquette

WOTC • 2020 Wizards of the Coast

Montaña

Tierra básica — Montaña

252/254 L
THB • SP Sam Burley

WOTC • 2020 Wizards of the Coast

Pradera herbácea

E: • Agrega • a tu reserva de mana.
En Obaria, la paz y la armonía son raras.
Los bosques que prevalecen ambos son
apreciados.

Dawn Watch Spire
Araña - Bosque de los Bosques

Arboleda dispersa**Tierra — Bosque llanura**

(E: Agrega • o • a tu reserva de mana.)
La Arboleda dispersa entra al campo de batalla girada.
Ciclo: 2: (2, descartar esta carta; Roba
una carta.)

247/269 R
ASH • SP No Common Card

Mountain

Basic Land

Mountain

270/269 L
ZNR • EN No Common Card

Hall of Heliod's Generosity

Legendary Land

(E: Add •.
1 •, E: Put target enchantment card
from your graveyard on top of your
library.

The stronghold of Theros's light.

245/254 R
ASH • EN No Common Card

Brushland

(E: Add 1 to your mana pool.
E: Add • to your mana pool.
Brushland deals 1 damage to you.
E: Add • to your mana pool.
Brushland deals 1 damage to you.

248/269 R
ASH • EN No Common Card

Serra's Sanctum

Legendary Land

Ciruelo

(E: Add • to your mana pool
each enchantment you control.

A fragile dream of dawning will.

ZNR • EN No Common Card

Bountiful Promenade

Bountiful Promenade enters the
battlefield tapped unless you have
two or more opponents.

(E: Add • or •)

Land

253/250 R
ZNR • EN No Common Card

Temple Garden**Land — Forest Plains**

(E: Add • or •)
As Temple Garden enters the battlefield,
you may pay 2 life. If you don't, it enters
the battlefield tapped.

"Where the roots reach, there the temple rises."
—Nizukia, Selene's exangel

258/250 R
ZNR • EN No Common Card

Bastión arbolado

Tierra

(E: Agrega 1 a tu reserva de mana.

(E, E: Agrega •••, •••, o ••• a tu reserva
de mana.

Los elfos del Bosque de Hojas Marchitas
continuamente expanden la extensión que rodea
el santuario. Tienen la esperanza de algún día
contener todo el bosque dentro de sus muros.

Christopher Moeller

244/250 R
ZNR • EN No Common Card