

Breeding Pool



Land — Forest Island

(: Add  or .)

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

"One beginning, many paths."
— Vannifar

246/259 R
RNA • EN JENN RAVENNA

Hallowed Fountain



Land — Plains Island

(: Add  or .)

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

The ever-watchful center of a growing web of eyes.

251/259 R
RNA • EN JEDD CHEVRIER

Misty Rainforest



Land

, Pay 1 life, Sacrifice Misty Rainforest: Search your library for a Forest or Island card and put it onto the battlefield. Then shuffle your library.

Shelly Wan
™ & © 1993-2009 Wizards of the Coast LLC 220/249

Misty Rainforest



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Prismatic Vista



Land

, Pay 1 life, Sacrifice Prismatic Vista: Search your library for a basic land card, put it onto the battlefield, then shuffle your library.

There is beauty in the uncertainty of potential.

244/254 R
MH1 • EN SAM BURLEY

Prismatic Vista



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, Pay 1 life, Sacrifice Prismatic Vista: Search your library for a basic land card, put it onto the battlefield, then shuffle your library.

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244/254 R
MH1 • EN SAM BURLEY

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244/254 R
MH1 • EN SAM BURLEY



Stomping Ground



Land — Mountain Forest

(**C**: Add **♣** or **♠**.)

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

"What we begin, the End-Raze will finish. Then we will dance in Ravmca's rubble."
—Nikya of the Old Ways

259/259 R
RNA • EN • JAMES PAICK

Temple Garden



Land — Forest Plains

(**C**: Add **♣** or **♠** to your mana pool.)

As Temple Garden comes into play, you may pay 2 life. If you don't, Temple Garden comes into play tapped instead.

—Rob Alexander

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Windswept Heath



Land

C, Pay 1 life, Sacrifice Windswept Heath: Search your library for a Forest or Plains card and put it onto the battlefield. Then shuffle your library.

Where dragons once roared, their bones now keen.

248/269 R
KTK • EN • YEONG-HAO HAN

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248/269 R
KTK • EN • YEONG-HAO HAN

Felidar Guardian



Creature — Cat Beast

When Felidar Guardian enters the battlefield, you may exile another target permanent you control, then return that card to the battlefield under its owner's control.

The loyalty of a felidar is hard won but worth the effort.

1/4

019/184 U
AER • EN • JAKUB KASPER

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019/184 U
AER • EN • JAKUB KASPER

Ice-Fang Coatl 



Snow Creature — Snake 

Flash
Flying
When Ice-Fang Coatl enters the battlefield, draw a card.
Ice-Fang Coatl has deathtouch as long as you control at least three other snow permanents.

203/254 R
MH1 • EN  FILIP BURBURAN  1/1

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203/254 R
MH1 • EN  FILIP BURBURAN  1/1

Sakura-Tribe Elder 



Creature — Snake Shaman 

Sacrifice Sakura-Tribe Elder: Search your library for a basic land card, put that card into play tapped, then shuffle your library.
There were no tombstones in orochi territory. Slain warriors were buried with a tree sapling, so they would become a part of the forest after death.

—Carl Critchlow
TM & © 1993–2004 Wizards of the Coast, Inc. 239/306

1/1

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1/1

Spellskite 



Artifact Creature — Horror 

Φ: Change a target of target spell or ability to Spellskite. (Φ can be paid with either  or 2 life.)
“Let’s show Vorinclex that progress doesn’t always need teeth or claws.”
—Malcator, Executor of Synthesis

230/249 R
MM2 • EN  CHIPPY  0/4

Tireless Tracker 2



Creature — Human Scout

Whenever a land enters the battlefield under your control, investigate. *(Put a colorless Clue artifact token onto the battlefield with “2, Sacrifice this artifact: Draw a card.”)*

Whenever you sacrifice a Clue, put a +1/+1 counter on Tireless Tracker.

233/297 R
SO1 • EN • ERIC DESCHAMPS

3/2

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Lightning Bolt 2



Instant

Lightning Bolt deals 3 damage to target creature or player.

The sparkmage shrieked, calling on the rage of the storms of his youth. To his surprise, the sky responded with a fierce energy he'd never thought to see again.

122/249 U
MM2 • EN • CHRISTOPHER MOELLER

™ & © 2015 Wizards of the Coast

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Arcum's Astrolabe



Snow Artifact

( can be paid with one mana from a snow permanent.)

When Arcum's Astrolabe enters the battlefield, draw a card.

1, : Add one mana of any color.

Though the Time of Ice has ended, its relics still slumber in New Argive.

220/254 C
MH1 • EN • IGOR KIERYLUK

™ & © 2019 Wizards of the Coast

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Blood Moon 2



Enchantment

All non-basic lands are now basic mountains.
Heavy light flooded across the landscape, cloaking everything in deep crimson.

Illus. © 1994 Tom Wänerstrand

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Oath of Nissa



Legendary Enchantment

When Oath of Nissa enters the battlefield, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

You may spend mana as though it were mana of any color to cast planeswalker spells.

"For the life of every plane, I will keep watch."

140/184 R
OGW • EN • WESLEY BURT

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140/184 R
OGW • EN • WESLEY BURT

On Thin Ice



Snow Enchantment — Aura

Enchant snow land you control

When On Thin Ice enters the battlefield, exile target creature an opponent controls until On Thin Ice leaves the battlefield.

He cursed the wind. He cursed the cold. But by stepping on the ice, he cursed himself.

020/254 R
MH1 • EN • LUCAS GRACIANO

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Saheeli Rai 1 2



Planeswalker — Saheeli

+1 : Scry 1. Saheeli Rai deals 1 damage to each opponent.

-2 : Create a token that's a copy of target artifact or creature you control, except it's an artifact in addition to its other types. That token gains haste. Exile it at the beginning of the next end step.

-7 : Search your library for up to three artifact cards with different names, put them onto the battlefield, then shuffle your library.

186/264 M
KLD • EN • WILLIAM MURAI

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186/264 M
KLD • EN • WILLIAM MURAI
™ & © 2016 Wizards of the Coast

Teferi, Time Raveler 1 1 1



Legendary Planeswalker — Teferi

Each opponent can cast spells only any time they could cast a sorcery.

+1 : Until your next turn, you may cast sorcery spells as though they had flash.

-3 : Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

221/264 R
WAR • EN • CHRIS RALLIS
™ & © 2019 Wizards of the Coast

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221/264 R
WAR • EN • CHRIS RALLIS
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Avalanche Riders 3 2



Summon Nomads

Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)

Avalanche Riders is unaffected by summoning sickness.

When Avalanche Riders comes into play, destroy target land.

Illus. Edward P. Beard, Jr.
© 1999–2009 Wizards of the Coast, Inc. 74142
2/2

Collector Ouphe 1 1



Creature — Ouphe

Activated abilities of artifacts can't be activated.

"He steals power from treasure after treasure, and what does it do for the ouphe? Nothing."
—Jhoira

158/254 R
MH1 • EN • FILIP BURBURAN
™ & © 2019 Wizards of the Coast
2/2

Detention Sphere 1 1 1



Enchantment

When Detention Sphere enters the battlefield, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent.

When Detention Sphere leaves the battlefield, return the exiled cards to the battlefield under their owner's control.

Key Walker
© 2012 Wizards of the Coast 133/243

Detention Sphere 1



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— Kev Walker
TM & © 2012 Wizards of the Coast 159/234

Gaddock Teeg



Legendary Creature — Kithkin Advisor

Noncreature spells with converted mana cost 4 or greater can't be played.

Noncreature spells with ⌘ in their mana costs can't be played.

So great is his wisdom and spirit that many who have met him say that they stood before a giant of a man and talked to the wisest of the four winds.

— Greg Staples
TM & © 1993–2007 Wizards of the Coast, Inc. 248/301

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TM & © 1993–2007 Wizards of the Coast, Inc. 248/301

Knight of Autumn 1



Creature — Dryad Knight

When Knight of Autumn enters the battlefield, choose one

- Put two +1/+1 counters on Knight of Autumn.
- Destroy target artifact or enchantment.
- You gain 4 life.

183/259 R
GRN • EN • RYAN PANCAOST
TM & © 2018 Wizards of the Coast

Obstinate Baloth 2



Creature — Beast

When Obstinate Baloth enters the battlefield, you gain 4 life.

If a spell or ability an opponent controls causes you to discard Obstinate Baloth, put it onto the battlefield instead of putting it into your graveyard.

— Chris Rahn
TM & © 1993–2010 Wizards of the Coast LLC 188/249

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Rest in Peace 1



Enchantment

When Rest in Peace enters the battlefield, exile all cards from all graveyards.

If a card or token would be put into a graveyard from anywhere, exile it instead.

Some corpses the Golgari cannot claim. Some souls the Orzhov cannot shackle.

— Terese Nielsen
TM & © 2012 Wizards of the Coast 18/274

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Stony Silence
1

Enchantment

Activated abilities of artifacts can't be activated.

*Let moss grow over gargoyles
—Gavony saying meaning
“forget painful memories”*

Wayne England

TM & © 1993–2011 Wizards of the Coast LLC 36/264

Surgical Extraction

Instant

(Φ can be paid with either Φ or 2 life.)

Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles his or her library.

099/249 R
MM2 • EN STEVEN BELLEDIN

TM & © 2015 Wizards of the Coast

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