

## Barren Moor



Land



Barren Moor enters the battlefield tapped.

☾: Add to your mana pool.

Cycling (☾, Discard this card: Draw a card.)

292/325 C  
VMA • EN • HEATHER HUDSON

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## Blackcleave Cliffs



Land



Blackcleave Cliffs enters the battlefield tapped unless you control two or fewer other lands.

☾: Add or to your mana pool.

*Where the Oxidda Chain mingles with the Mephidross, oil-suffused metal crumbles away, leaving walls of blackened bones.*

— Dave Kendall

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## Blackcleave Cliffs



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## Blood Crypt



Land — Swamp Mountain



(☾: Add or .)

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

*Life is a show, and death its final performance.*

245/259 R  
RNA • EN • ADAM PAQUETTE

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## Bloodstained Mire



Land



☾, Pay 1 life, Sacrifice Bloodstained Mire: Search your library for a Swamp or Mountain card and put it onto the battlefield. Then shuffle your library.

*Where dragons once triumphed, their bones now molder.*

230/269 R  
KTK • EN • DAARKEN

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230/269 R  
KTK • EN • DAARKEN

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*Where dragons once triumphed, their bones now molder.*

230/269 R  
KTK • EN • DAARKEN

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## Blooming Marsh



Land



Blooming Marsh enters the battlefield tapped unless you control two or fewer other lands.

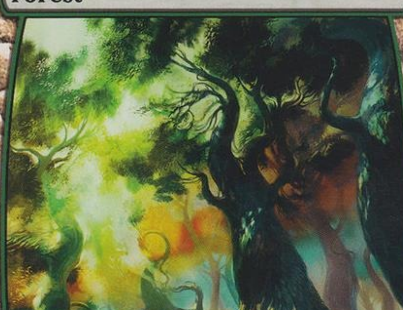
☾: Add or to your mana pool.

*A retreat to nature can inspire even the most jaded inventor.*

243/264 R  
KLD • EN • ADAM PAQUETTE

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## Forest



Basic Land



Forest



— Veronique Meignaud

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**Forest**



**Basic Land** Forest

Veronique Meignaud  
™ & © 1993-2009 Wizards of the Coast LLC 248/249

**Mountain**



**Basic Land** Mountain

John Avon  
™ & © 1993-2009 Wizards of the Coast LLC 242/249

**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  
™ & © 2019 Wizards of the Coast

**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  
™ & © 2019 Wizards of the Coast

**Overgrown Tomb**



**Land — Swamp Forest**

(☞: Add ☞ or ♣.)

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

*Cradle of the Golgari's new kingdom.  
Grave of those who wronged its queen.*

253/259 R  
GRN • EN YEONG-HAO HAN  
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**Land — Swamp Forest**

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

*Cradle of the Golgari's new kingdom.  
Grave of those who wronged its queen.*

253/259 R  
GRN • EN YEONG-HAO HAN  
™ & © 2018 Wizards of the Coast

**Raging Ravine**



**Land**

Raging Ravine enters the battlefield tapped.

☞: Add ☞ or ♣ to your mana pool.

2 ☞♣: Until end of turn, Raging Ravine becomes a 3/3 red and green Elemental creature with "Whenever this creature attacks, put a +1/+1 counter on it." It's still a land.

Todd Lockwood  
™ & © 1993-2010 Wizards of the Coast LLC 141/143

**Stomping Ground**



**Land — Mountain Forest**

(☞: 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 Ravnic's rubble."  
—Nikya of the Old Ways*

259/259 R  
RNA • EN JAMES PAICK  
™ & © 2019 Wizards of the Coast

**Swamp**



**Basic Land** Swamp

Jung Park  
™ & © 1993-2009 Wizards of the Coast LLC 239/249







**Bloodbraid Elf** 2 2



**Creature — Elf Berserker**

**Haste**  
*Cascade (When you play this spell, remove cards from the top of your library from the game until you remove a nonland card that costs less. You may play it without paying its mana cost. Put the removed cards on the bottom in a random order.)*

Dominick Domingo 3/2

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**Scavenging Ooze** 1



**Creature — Ooze**

♣: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.  
*In nature, not a single bone or scrap of flesh goes to waste.*

Austin Hsu 2/2

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Austin Hsu 2/2

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**Tarmogoyf** 1



**Creature — Lhurgoyf**

Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.  
*What doesn't grow, dies. And what dies grows the tarmogoyf.*

187/254 M UMA • EN • FILIP BURBURAN \*1/1+\*

TM & © 2018 Wizards of the Coast

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187/254 M UMA • EN • FILIP BURBURAN \*1/1+\*

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**Abrupt Decay**



**Instant**

Abrupt Decay can't be countered by spells or abilities.  
 Destroy target nonland permanent with converted mana cost 3 or less.  
*The Izzet quickly suspended their policy of lifetime guarantees.*

Svetlin Velimov

TM & © 2012 Wizards of the Coast 141324



**Assassin's Trophy**



**Instant**

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

*A power vacuum for the Azorius. A keepsake for Vraska.*

152/259 R Story Spotlight  
GRN • EN • SEB MCKINNON

mtgstory.com  
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**Fatal Push**



**Instant**

Destroy target creature if it has converted mana cost 2 or less.

*Revolt* — Destroy that creature if it has converted mana cost 4 or less instead if a permanent you controlled left the battlefield this turn.

008/012 P FNM  
FNM • EN • ALEX KONSTAD

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008/012 P FNM  
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**Inquisition of Kozilek**



**Sorcery**

Target player reveals his or her hand. You choose a nonland card from it with converted mana cost 3 or less. That player discards that card.

*After the awakening of the Eldrazi, some vampires took it upon themselves to remind the others where their loyalty should lie.*

075/249 U  
MM3 • EN • VOLKAN BAGA

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075/249 U  
MM3 • EN • VOLKAN BAGA

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**Kolaghan's Command**



**Instant**

Choose two —

- Return target creature card from your graveyard to your hand.
- Target player discards a card.
- Destroy target artifact.
- Kolaghan's Command deals 2 damage to target creature or player.

224/264 R  
DTK • EN • DAARKEN

™ & © 2015 Wizards of the Coast

**Lightning Bolt**



**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

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**Lightning Bolt** 2



**Instant**

Lightning Bolt deals 3 damage to target creature or player.

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122/249 U  
MM2 • EN • CHRISTOPHER MOELLER

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122/249 U  
MM2 • EN • CHRISTOPHER MOELLER

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122/249 U  
MM2 • EN • CHRISTOPHER MOELLER

**Maelstrom Pulse** 1



**Sorcery**

Destroy target nonland permanent and all other permanents with the same name as that permanent.

*During the collision of the shards, entire ways of life disappeared without a trace.*

Anthony Francisco

**Thoughtseize**



**Sorcery**

Target player reveals his or her hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

*"Any dream is a robust harvest. Still, I prefer the timeworn dreams, heavy with import, that haunt the obsessive mind."*

Aleksi Brictor

**Thoughtseize**



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**Liliana of the Veil** 1



**Legendary Planeswalker — Liliana**

**+1** : Each player discards a card.

**-2** : Target player sacrifices a creature.

**-6** : Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

104/254 M  
UMA • EN • STEVE ARGYLE

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104/254 M  
UMA • EN • STEVE ARGYLE



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104/254 M  
UMA • EN • STEVE ARGYLE

**Nihil Spellbomb** 1



**Artifact**

**Sacrifice Nihil Spellbomb**: Exile all cards from target player's graveyard.

When Nihil Spellbomb is put into a graveyard from the battlefield, you may pay **2**. If you do, draw a card.

226/249 C  
A25 • EN • FRANZ VOHWINKEL

**Wrenn and Six**



**Legendary Planeswalker — Wrenn**

**+1** : Return up to one target land card from your graveyard to your hand.

**-1** : Wrenn and Six deals 1 damage to any target.

**-7** : You get an emblem with "Instant and sorcery cards in your graveyard have retrace."

217/254 M  
MH1 • EN • CHASE STONE

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217/254 M  
MH1 • EN • CHASE STONE

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217/254 M  
MH1 • EN • CHASE STONE

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217/254 M  
MH1 • EN • CHASE STONE

**Collective Brutality** 1



**Sorcery**

Escalate—Discard a card. (Pay this cost for each mode chosen beyond the first.)

Choose one or more —

- Target opponent reveals his or her hand. You choose an instant or sorcery card from it. That player discards that card.
- Target creature gets -2/-2 until end of turn.
- Target opponent loses 2 life and you gain 2 life.

085/205 R  
EMN • EN • JOHANN BODIN

**Collector Ouphe** 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

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158/254 R  
MH1 • EN • FILIP BURBURAN



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158/254 R  
MH1 • EN • FILIP BURBURAN

2/2

**Fulminator Mage** 1



**Creature — Elemental Shaman**

Sacrifice Fulminator Mage: Destroy target nonbasic land.

*"Burn, suffer, and trouble me no more."*

215/254 R  
UMA • EN • LUCAS GRACIANO

2/2

**Nihil Spellbomb** 1



**Artifact**

☞, Sacrifice Nihil Spellbomb: Exile all cards from target player's graveyard.

When Nihil Spellbomb is put into a graveyard from the battlefield, you may pay ☞. If you do, draw a card.

226/249 C  
A25 • EN • FRANZ VOHWINKEL

2/2

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226/249 C  
A25 • EN • FRANZ VOHWINKEL

2/2

**Nissa, Vital Force** 3



**Planeswalker — Nissa**

**+1** : Untap target land you control. Until your next turn, it becomes a 5/5 Elemental creature with haste. It's still a land.

**-3** : Return target permanent card from your graveyard to your hand.

**-6** : You get an emblem with "Whenever a land enters the battlefield under your control, you may draw a card."

163/264 M  
KLD • EN • CLINT CEARLEY

5

**Fulminator Mage** 1



**Creature — Elemental Shaman**

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215/254 R  
UMA • EN • LUCAS GRACIANO

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226/249 C  
A25 • EN • FRANZ VOHWINKEL

2/2

**Plague Engineer** 2



**Creature — Carrier**

Deathtouch

As Plague Engineer enters the battlefield, choose a creature type.

Creatures of the chosen type your opponents control get -1/-1.

*"The lasting effects are invariably fatal."*  
—Phyrexian progress notes

100/254 R  
MH1 • EN • NICHOLAS GREGORY

2/2



**Plague Engineer** 2



**Creature — Carrier**

**Deathtouch**  
As Plague Engineer enters the battlefield, choose a creature type.  
Creatures of the chosen type your opponents control get -1/-1.

*"The lasting effects are invariably fatal."  
—Phyrexian progress notes*

2/2

100/254 R  
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**Surgical Extraction**



**Instant**

( $\phi$  can be paid with either  $\phi$  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

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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