

Arid Mesa



Land

☞, Pay 1 life, Sacrifice Arid Mesa: Search your library for a Mountain or Plains card and put it onto the battlefield. Then shuffle your library.

— Raymond Swanland
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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.

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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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245/259 R
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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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☞, 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.

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Mountain



Basic Land Mountain

John Avon

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Mountain



Basic Land Mountain

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Mountain



Basic Land Mountain

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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
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Swamp



Basic Land Swamp

Jung Park

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Wooded Foothills



Land

☞, Pay 1 life, Sacrifice Wooded Foothills: Search your library for a Mountain or Forest card and put it onto the battlefield. Then shuffle your library.

Where dragons' breath once burned, their bones now freeze.

249/269 R
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Bloodghast 



Creature — Vampire Spirit 

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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Flameblade Adept 



Creature — Jackal Warrior 

Menace
 Whenever you cycle or discard a card, Flameblade Adept gets +1/+0 until end of turn.
“Allow zealous flames to light your path and the glory you seek will be revealed.”
 —Hazoret, god of zeal

131/269 U AKH • EN TOMASZ JEDRUSZEK 1/2

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Flamewake Phoenix 



Creature — Phoenix 

Flying, haste
 Flamewake Phoenix attacks each turn if able.
Ferocious — At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay . If you do, return Flamewake Phoenix from your graveyard to the battlefield.

100/185 R FRF • EN MIN YUM 2/2

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Flamewake Phoenix 1 2 2



Creature — Phoenix

Flying, haste
Flamewake Phoenix attacks each turn if able.

Ferocious — At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay 2. If you do, return Flamewake Phoenix from your graveyard to the battlefield.

2/2

100/185 R
FRF • EN • MIN YUM

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Gurmag Angler 6



Creature — Zombie Fish

Delve (Each card you exile from your graveyard while casting this spell pays for 1.)

If everything in the Gurmag Swamp hungers for human flesh, what bait could be more effective?

5/5

102/254 C
UMA • EN • YW TANG

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Hollow One 5



Artifact Creature — Golem

Hollow One costs 2 less to cast for each card you've cycled or discarded this turn.

Cycling 2 (2, Discard this card: Draw a card.)

The embodiment of yearning, forever drifting the deserts to find what had once made it whole.

4/4

163/199 R
HOU • EN • ANTHONY PALUMBO

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Lightning Skelemental ⚡ ⚡ ⚡



Creature — Elemental Skeleton ⚡

Trample, haste
Whenever Lightning Skelemental deals combat damage to a player, that player discards two cards.
At the beginning of the end step, sacrifice Lightning Skelemental.

208/254 R
MH1 • EN • NICHOLAS GREGORY

6/1

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Street Wraith 3 ⚡ ⚡ ⚡



Creature — Wraith ⚡

Swampwalk
Cycling—Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)
The lamps on Wyndmoor Street snuff themselves at midnight and refuse to relight, afraid to illuminate what lies in the darkness.

108/249 U
A25 • EN • CYRIL VAN DER HAEGEN

3/4

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Burning Inquiry ⚡



Sorcery ⚡

Each player draws three cards, then discards three cards at random.
Jariad burned the midnight oil, burned through scroll after scroll, and then burned down his laboratory.

— Zoltan Boros & Gabor Szekszai

109/249 U
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Faithless Looting 2



Sorcery 

Draw two cards, then discard two cards.

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

“Avacyn has abandoned us! We have nothing left except what we can take!”

128/254 C
UMA • EN • GABOR SZEKSZAI

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128/254 C
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Goblin Lore 1 2



Sorcery 

Draw four cards and put them into your hand. Then discard three cards at random from your hand.

“I done forgot more than you’ll ever know, pipsqueak.”
“Yeah—that’s your problem.”

Illus. D. Alexander Gregory

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Lightning Bolt 2



Instant CC

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
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Uncarth S



Sorcery K

Choose target creature card in your graveyard with total casting cost 3 or less and put that creature into play.

Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Illus. HazelTine
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Ancient Grudge 1 2



Instant H

Destroy target artifact.

Flashback ♣ (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

The time rifts remind Yavimaya of the enemies of its past and provide fresh fuel for its fires.

— Jim Nelson
©1993-2006 Wizards of the Coast, Inc. 143/201

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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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Heavy light flooded across the landscape, cloaking everything in deep crimson.

Illus. © 1994 Tom Wänerstrand

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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Leyline of the Void 2



Enchantment

If Leyline of the Void is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

Rob Alexander

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Enchantment

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Rob Alexander

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