



Windswept Heath Land

e, 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.

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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

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Creature - Cat Beast

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Snow Artifact

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

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

1, c: Add one mana of any color.

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

Heavy light flooded across

the landscape, cloaking

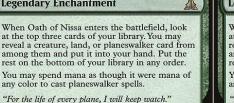
everything in deep crimson.















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."







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.







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.

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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.



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

Noncreature spells with 8 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

2/2



Legendary Creature — Kithkin Advisor

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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.

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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

4/4



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**Rest in Peace** 



Enchantment

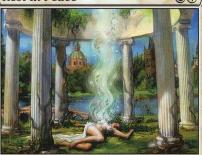
When Rest in Peace enters the battlefield, exile all cards from all graveyards.

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

**Rest in Peace** 



Enchantment

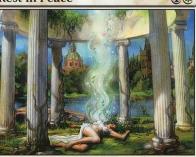
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