

Botanical Sanctum



Land

Botanical Sanctum enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♣ or ♠ to your mana pool.

Life inspires technology, which expands life's domain.

244/264 R
KLD • EN • CHRISTINE CHOI

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

Flooded Strand



Land

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

Where dragons once slept, their bones now rest.

233/269 R
KTK • EN • ANDREAS ROCHA

Flooded Strand



Land

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

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233/269 R
KTK • EN • ANDREAS ROCHA

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233/269 R
KTK • EN • ANDREAS ROCHA

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233/269 R
KTK • EN • ANDREAS ROCHA

Gemstone Mine



Land

When Gemstone Mine comes into play, put three mining counters on it.

☞, Remove a mining counter from Gemstone Mine: Add one mana of any color to your mana pool. If there are no mining counters on Gemstone Mine, bury it.

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Grove of the Burnwillows



Land

(**C**): Add **◇** to your mana pool.

(**C**): Add **♣** or **♠** to your mana pool. Each opponent gains 1 life.

Spring is the most beautiful season in the grove, when the new leaves open from their ember-buds in a race of leaping flames.

238/249 R
IMA • EN • CLIFF CHILDS
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Hallowed Fountain



Land — Plains Island

(**C**): 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
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Island



Basic Land

Island

Veronique Meignaud
™ & © 1993-2009 Wizards of the Coast LLC 236/249

Plains



Basic Land

Plains

John Avon
™ & © 1993-2009 Wizards of the Coast LLC 230/249

Steam Vents



Land — Island Mountain

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

As Steam Vents enters the battlefield, you may pay 2 life. If you don't, Steam Vents enters the battlefield tapped.

Crafted with genius, energized with madness.

Yeong-Hao Han
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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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Waterlogged Grove



Land

(**C**), Pay 1 life: Add **♣** or **♠**.

1, (**C**), Sacrifice Waterlogged Grove: Draw a card.

The trees pull water from deep underground, filling the forest for miles.

249/254 R
MH1 • EN • JOHN AVON
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Birds of Paradise



Summon Mana Birds

Flying// Tap to add one mana to your mana pool. This tap may be played as an interrupt.

Illus. © Mark Poole 0/1

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Illus. © Mark Poole 0/1

Fatestitcher



Creature — Zombie Wizard

☞: You may tap or untap another target permanent.

Unearth ☞ (☞: Return this card from your graveyard to play. It gains haste. Remove it from the game at end of turn or if it would leave play. Unearth only as a sorcery.)

E. M. Gist 1/2

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Sylvan Caryatid



Creature — Plant

Defender, hexproof

☞: Add one mana of any color to your mana pool.

Those who enter the copse never leave. They find peace there and take root, becoming part of the ever-growing grove.

Chase Stone 0/3

Sylvan Caryatid



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Chase Stone 0/3

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Cerulean Wisps



Instant

Target creature becomes blue until end of turn. Untap that creature. Draw a card.

"If you see ghostly lights by the river, eat three twigs of marshroot to ward off kelpies."
 —Kithkin superstition

Jim Nelson

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Faithless Looting



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 SZIRSAI

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128/254 C
 UMA • EN GABOR SZIRSAI

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Glittering Wish



Sorcery

Choose a multicolored card you own from outside the game, reveal that card, and put it into your hand. Remove Glittering Wish from the game.

She wished for gold, but not for the strength to carry it.

John Donahue

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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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Manamorphose 



Instant 

Add two mana in any combination of colors to your mana pool.

Draw a card.

“Master the chaotic forces of nature, and you shall master magic.”

—Yare-Tiva, warden of Gramur forest

—Adam Paquette

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Mystic Speculation 



Sorcery 

Buyback 2 (You may pay an additional 2 as you play this spell. If you do, put this card into your hand as it resolves.)

Scry 3 (Look at the top three cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

—Trevor Hairsine

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Nagging Thoughts 



Sorcery 

Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.

Madness 1 (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

074/297 C
SO1 • EN • SEB MCKINNON

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Serum Visions 



Sorcery 

Draw a card.

Scry 2 (Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)

—Ben Thompson

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Sorcery 

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Sleight of hand 



Sorcery 

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

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Sleight of hand 



Sorcery 

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Swan Song 



Instant 

Counter target enchantment, instant, or sorcery spell. Its controller puts a 2/2 blue Bird creature token with flying onto the battlefield.

“The most enlightened mages create beauty from violence.”
—Medomai the Ageless

—Peter Mohrbacher
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Abundant Growth 



Enchantment — Aura 

Enchant land

When Abundant Growth enters the battlefield, draw a card.

Enchanted land has “: Add one mana of any color to your mana pool.”

—Vincent Proce
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Engineered Explosives (X)



Artifact

Sunburst (*This enters the battlefield with a charge counter on it for each color of mana spent to cast it.*)

2, Sacrifice Engineered Explosives: Destroy each nonland permanent with converted mana cost equal to the number of charge counters on Engineered Explosives.

227/254 R
UMA • EN • LARS GRANT-WEST

Jeskai Ascendancy (Water, Fire, Lightning)



Enchantment

Whenever you cast a noncreature spell, creatures you control get +1/+1 until end of turn. Untap those creatures.

Whenever you cast a noncreature spell, you may draw a card. If you do, discard a card.

180/269 R
KTK • EN • DAN SCOTT

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180/269 R
KTK • EN • DAN SCOTT

Teferi, Time Raveler (1, Lightning, Blue)



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

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221/264 R
WAR • EN • CHRIS RALLIS

Abrupt Decay (Green, Red)



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 Velinov

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Detention Sphere (1, Lightning, Blue)



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

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Fiery Justice (Fire, Lightning, Blue)



Sorcery

Fiery Justice deals 5 damage divided any way you choose among any number of target creatures and/or players. Target opponent gains 5 life.

"The fire of justice burns like nothing else." —Lovisa Coldeyes, Balduvian Chieftain

Illus. Melissa Benson

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Silence 



Instant 

Your opponents can't cast spells this turn. *(Spells cast before this resolves are unaffected.)*

"All the wizardry in the world has to pass through one small and easily sealed door."
—Ajani Goldmane

Wayne Reynolds
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Teferi, Time Raveler  1 



27–28 April 2019

Legendary Planeswalker — Teferi 

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+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
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Veil of Summer 



Instant 

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. *(You and they can't be the targets of blue or black spells or abilities your opponents control.)*

198/280 U
M20 • EN • LAKE HUBWITZ
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