

Snow-Covered Forest



Basic Snow Land — Forest



Jim Nelson
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Snow-Covered Island



Land

☞: Add  to your mana pool.

Illus. Anson Maddocks
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Snow-Covered Plains



Land

☞: Add  to your mana pool.

Illus. Christopher Rush
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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
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Breeding Pool



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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
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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
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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

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

Razorverge Thicket



Land

Razorverge Thicket enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♣ or ♠ to your mana pool.

Where the Razor Fields beat back the Tangle, the crowded thicket yields to bright scimitars of grass.

James Paick
™ & © 1993-2010 Wizards of the Coast LLC 228/249

Razorverge Thicket



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☞: Add ♣ or ♠ to your mana pool.

Where the Razor Fields beat back the Tangle, the crowded thicket yields to bright scimitars of grass.

James Paick
™ & © 1993-2010 Wizards of the Coast LLC 228/249

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 Ravenna's rubble."
—Nikya of the Old Ways

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

Temple Garden



Land — Forest Plains

(☞: 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
™ & © 1993-2005 Wizards of the Coast, Inc. 284/306

Temple Garden



Land — Forest Plains

(☞: 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
™ & © 1993-2005 Wizards of the Coast, Inc. 284/306

Waterlogged Grove



Land

☞, Pay 1 life: Add ♣ or ♠.

1, ☞, 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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Waterlogged Grove



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☞, Pay 1 life: Add ♣ or ♠.

1, ☞, 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
™ & © 2019 Wizards of the Coast

Windswept Heath



Land

☞, 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

Windswept Heath



Land

☞, 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

Windswept Heath



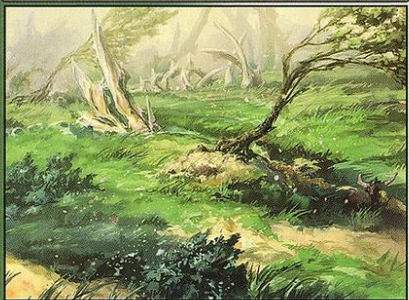
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248/269 R KTK • EN YEONG-HAO HAN

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248/269 R KTK • EN YEONG-HAO HAN

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 Vörinclex that progress doesn't always need teeth or claws."
—Malcator, Executor of Synthesis

0/4

230/249 R MM2 • EN CHIPPY

Birds of Paradise



Creature — Bird

Flying

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

"The gods used their feathers to paint all the colors of the world."
—Yare-Tiva, warden of Gramur forest

0/1

Marcelo Vignali

Birds of Paradise



Creature — Bird

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Marcelo Vignali

Deputy of Detention 1 



19-20 January 2019

Creature — Vedalken Wizard 

When Deputy of Detention enters the battlefield, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until Deputy of Detention leaves the battlefield.

1/3

165/259 R
RNA • EN  G-HOST LEE
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Giver of Runes 



Creature — Kòr Cleric 

: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

She provides marks of protection to those she chooses as family.

1/2

013/254 R
MH1 • EN  SEB MCKINNON
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1/2

013/254 R
MH1 • EN  SEB MCKINNON
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Glen Elendra Archmage 3 



Creature — Faerie Wizard 

Flying

: Sacrifice Glen Elendra Archmage: Counter target noncreature spell.

Persist (*When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.*)

2/2

058/254 R
UMA • EN  KARL KOPINSKI
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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.

2/1

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

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.

2/1

183/259 R
GRN • EN  RYAN PANCOAST
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Noble Hierarch 



Creature — Human Druid 

Exalted (*Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.*)

: Add , , or  to your mana pool.

She protects the sacred groves from blight, drought, and the Unbeholden.

0/1

Mark Zug
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0/1

Mark Zug
™ & © 1993-2009 Wizards of the Coast, Inc. 87/145

Noble Hierarchy 1



Creature — Human Druid

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

•: Add ♣, ✱, or ♠ to your mana pool.

She protects the sacred groves from blight, drought, and the Unbeholden.

Mark Zug

0/1

133/184 U
AER • EN • KIERAN YANNER

Renegade Rallier 1



Creature — Human Warrior

Revolt — When Renegade Rallier enters the battlefield, if a permanent you controlled left the battlefield this turn, return target permanent card with converted mana cost 2 or less from your graveyard to the battlefield.

"This fight belongs to us all."

3/2

133/184 U
AER • EN • KIERAN YANNER

Renegade Rallier 1



Creature — Human Warrior

Revolt — When Renegade Rallier enters the battlefield, if a permanent you controlled left the battlefield this turn, return target permanent card with converted mana cost 2 or less from your graveyard to the battlefield.

"This fight belongs to us all."

3/2

133/184 U
AER • EN • KIERAN YANNER

Restoration Angel 3



Creature — Angel

Flash

Flying

When Restoration Angel enters the battlefield, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.

3/4

028/249 R
IMA • EN • WESLEY BURT

Restoration Angel 3



Creature — Angel

Flash

Flying

When Restoration Angel enters the battlefield, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.

3/4

028/249 R
IMA • EN • WESLEY BURT

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.

2/2

134/249 R
MMS • EN • AUSTIN HSU

Scryb Ranger 1



Creature — Faerie

Flash (You may play this spell any time you could play an instant.)

Flying, protection from blue

Return a Forest you control to its owner's hand: Untap target creature. Play this ability only once each turn.

1/1

Rebecca Guay

216/254 R
MH1 • EN • JOHN STANKO

Unsettled Mariner



Creature — Shapeshifter

Changeling (This card is every creature type.)

Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays 1.

The call of the sea shapes many souls.

2/2

216/254 R
MH1 • EN • JOHN STANKO

Unsettled Mariner



Creature — Shapeshifter

Changeling (This card is every creature type.)

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The call of the sea shapes many souls.

2/2

216/254 R
MH1 • EN • JOHN STANKO

Village Bell-Ringer 2*



Creature — Human Scout W

Flash (You may cast this spell any time you could cast an instant.)
When Village Bell-Ringer enters the battlefield, untap all creatures you control.
“Priests, hunters, slayers—to arms! The enemy approaches!”

David Palumbo 1/4
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Kiki-Jiki, Mirror Breaker 2222



Legendary Creature — Goblin Shaman Y

Haste
C: Create a token that’s a copy of target nonlegendary creature you control. That token has haste. Sacrifice it at the beginning of the next end step.

136/249 M 2/2
IMA • EN STEVEN BELLEDIN TM & © 2017 Wizards of the Coast

Prime Speaker Vannifar 2



Legendary Creature — Elf Ooze Wizard W

C, Sacrifice another creature: Search your library for a creature card with converted mana cost equal to 1 plus the sacrificed creature’s converted mana cost, put that card onto the battlefield, then shuffle your library. Activate this ability only any time you could cast a sorcery.

195/259 M 2/4
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Prime Speaker Vannifar 2



Legendary Creature — Elf Ooze Wizard W

C, Sacrifice another creature: Search your library for a creature card with converted mana cost equal to 1 plus the sacrificed creature’s converted mana cost, put that card onto the battlefield, then shuffle your library. Activate this ability only any time you could cast a sorcery.

195/259 M 2/4
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195/259 M 2/4
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195/259 M 2/4
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Thalia, Guardian of Thraben 1*



Legendary Creature — Human Soldier D

First strike
Noncreature spells cost 1 more to cast.
“Thraben is our home and I will not see it fall to this unhallowed horde.”

Jana Schirmer & Johannes Voss 2/1
TM & © 1993–2012 Wizards of the Coast LLC 24/158

Thalia, Heretic Cathar 2*



Legendary Creature — Human Soldier J

First strike
Creatures and nonbasic lands your opponents control enter the battlefield tapped.
“Salvation will not be granted by the Lunarch Council. It must be earned—at the edge of a sword, if necessary.”

046/205 R 3/2
EMN • EN MAGALI VILLENEUVE TM & © 2016 Wizards of the Coast

Vendilion Clique 1



Legendary Creature — Faerie Wizard W

Flash
Flying
When Vendilion Clique enters the battlefield, look at target player’s hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of his or her library, then draws a card.

Michael Sutfin 3/1
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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  TM & © 2019 Wizards of the Coast **1/1**

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  TM & © 2019 Wizards of the Coast **1/1**

Chord of Calling 



Instant 

Convoke (*Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.*)
Search your library for a creature card with converted mana cost X or less and put it onto the battlefield. Then shuffle your library.

172/269 R
M15 • EN • KARL KOPINSKI  TM & © 2014 Wizards of the Coast

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Convoke (*Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.*)
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172/269 R
M15 • EN • KARL KOPINSKI  TM & © 2014 Wizards of the Coast

Eldritch Evolution 



Sorcery 

As an additional cost to cast Eldritch Evolution, sacrifice a creature.
Search your library for a creature card with converted mana cost X or less, where X is 2 plus the sacrificed creature's converted mana cost. Put that card onto the battlefield, then shuffle your library. Exile Eldritch Evolution.

155/205 R
EMN • EN • JASON RAINVILLE  TM & © 2016 Wizards of the Coast

Eldritch Evolution 



Sorcery 

As an additional cost to cast Eldritch Evolution, sacrifice a creature.
Search your library for a creature card with converted mana cost X or less, where X is 2 plus the sacrificed creature's converted mana cost. Put that card onto the battlefield, then shuffle your library. Exile Eldritch Evolution.

155/205 R
EMN • EN • JASON RAINVILLE  TM & © 2016 Wizards of the Coast

Aven Mindcensor 



Creature — Bird Wizard 

Flash
Flying
If an opponent would search a library, that player searches the top four cards of that library instead.
“The only question we need to ask is how best to fulfill the will of the God-Pharaoh.”

005/269 R
AKH • EN • ERIC DESCHAMPS  TM & © 2017 Wizards of the Coast **2/1**

Burrenton Forge-Tender 



Creature — Kithkin Wizard 

Protection from red
Sacrifice Burrenton Forge-Tender: Prevent all damage a red source of your choice would deal this turn.
“We are a clachan of smiths. The forge is as comfortable to us as a small fire during a cool winter's evening.”

014/249 U
1M A • EN • CHUCK LUKACS  TM & © 2017 Wizards of the Coast **1/1**

Collector Ouphe 



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  TM & © 2019 Wizards of the Coast **2/2**

Izzet Staticaster 1 1 2



Creature — Human Wizard

Flash (You may cast this spell any time you could cast an instant.)
Haste

•: Izzet Staticaster deals 1 damage to target creature and each other creature with the same name as that creature.

— Scott M. Fischer 0/3

138/249 R
I M A • EN • FRANZ VOHWINKEL

Magus of the Moon 2 2



Creature — Human Wizard

Nonbasic lands are Mountains.
Tidal forces of the blood moon wrench and buckle the land, drawing monoliths of stone and soil toward the flaming orb.

2/2

138/249 R
I M A • EN • FRANZ VOHWINKEL

Remorseful Cleric 1 *



Creature — Spirit Cleric M19

Flying
Sacrifice Remorseful Cleric: Exile all cards from target player's graveyard.

A lifetime of keeping up appearances is not enough to earn an eternity of rest.

2/1

033/280 R
M19 • EN • GRZEGORZ RUTKOWSKI