Blackcleave Cliffs

Land

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

⊤: Add {B} or {R} to your mana pool.

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

Dave Kendall
TM & © 1993–2010 Wizards of the Coast LLC 224/249

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Blood Crypt

Land — Swamp Mountain

({T}: Add {B} or {R}.)

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
Adam Paquette
TM & © 2019 Wizards of the Coast

Blooming Marsh

Land

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

{T}: Add {B} or {G} to your mana pool.

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

243/264 R
KLD • EN Adam Paquette
TM & © 2016 Wizards of the Coast

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Copperline Gorge

Land

Copperline Gorge enters the battlefield tapped unless you control two or fewer other lands.

{T}: Add {R} or {G} to your mana pool.

Where the Tangle overruns the Oxidda mountains, metallic beasts scratch their territories in the verdigris.

Zoltan Boros & Gabor Szikszai
TM & © 1993–2010 Wizards of the Coast LLC 225/249

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Forest

Basic Land — Forest

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

Stomping Ground

Land — Mountain Forest

({T}: Add {R} or {G}.)

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 Ravnica'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

Swamp

Basic Land — Swamp

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

Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice Verdant Catacombs: Search your library for a Swamp or Forest card and put it onto the battlefield. Then shuffle your library.

249/249 R
MM3 • EN Vance Kovacs
™ & © 2017 Wizards of the Coast

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249/249 R — Vance Kovacs
™ & © 2017 Wizards of the Coast

Archfiend of Ifnir   3 B B

Creature — Demon

Flying

Whenever you cycle or discard another card, put a -1/-1 counter on each creature your opponents control.

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

5/4

078/269 R — Seb McKinnon
™ & © 2017 Wizards of the Coast

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Architects of Will   2 U B

Artifact Creature — Human Wizard

When Architects of Will comes into play, look at the top three cards of target player's library, then put them back in any order.

Cycling U/B (U/B, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

— Matt Stewart

3/3

™ & © 1993–2009 Wizards of the Coast LLC 17/145

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Desert Cerodon   5 R

Creature — Beast

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

The endless expanse of desert surrounding Naktamun sometimes yields threats that the gods themselves must answer.

6/4

128/269 C — Igor Kieryluk
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128/269 C — Igor Kieryluk
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Faerie Macabre — 1BB

Creature — Faerie Rogue

Flying

Discard Faerie Macabre: Remove up to two target cards in graveyards from the game.

The line between dream and death is gauzy and fragile. She leads those too near it from one side to the other.

2/2

rk post

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Fulminator Mage — 1BR

Creature — Elemental Shaman

Sacrifice Fulminator Mage: Destroy target nonbasic land.

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

2/2

215/254 R

UMA • EN — Lucas Graciano

™ & © 2018 Wizards of the Coast

Horror of the Broken Lands — 4B

Creature — Horror

Whenever you cycle or discard another card, Horror of the Broken Lands gets +2/+1 until end of turn.

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

It feeds on dry bones in the sand and desperate pleas in the wind.

4/4

095/269 C

AKH • EN — DAARKEN

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095/269 C

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Monstrous Carabid — 3BR

Creature — Insect

Monstrous Carabid attacks each turn if able.

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

What happens when a plane of predators collides with four planes of prey?

4/4

Pete Venters

™ & © 1993–2009 Wizards of the Coast LLC 43/145

Monstrous Carabid — 3BR — Creature — Insect

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

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4/4 — Pete Venters — ™ & © 1993–2009 Wizards of the Coast LLC 43/145

(Three copies)

Simian Spirit Guide — 2R — Creature — Ape Spirit

Remove Simian Spirit Guide in your hand from the game: Add R to your mana pool.

"All my spells smell like burnt hair lately."
—Jaya Ballard, task mage

2/2 — Dave DeVries — ™ & © 1993–2007 Wizards of the Coast, Inc. 122/165

(Three copies)

Street Wraith — 3BB — 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.

3/4 — 108/249 U • EN — Cyril Van Der Haegen — ™ & © 2018 Wizards of the Coast

(Three copies)

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3/4

108/249 U — Cyril Van Der Haegen — TM & © 2018 Wizards of the Coast

Beast Within
2G

Instant

Destroy target permanent. Its controller puts a 3/3 green Beast creature token onto the battlefield.

"Kill the weak so they can't drag the strong down to their level. This is true compassion."
—Benzir, archdruid of Temple Might

— Dave Allsop — TM & © 1993–2011 Wizards of the Coast LLC 103/175

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Demonic Dread
1BR

Sorcery

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.)*

Target creature can't block this turn.

— Thomas M. Baxa — TM & © 1993–2009 Wizards of the Coast LLC 38/145

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Living End

Sorcery

Living End is black.

Suspend 3—2BB

Each player removes all creature cards in his or her graveyard from the game, then sacrifices all creatures he or she controls, then puts into play all cards he or she removed this way.

— Greg Staples — TM & © 1993–2006 Wizards of the Coast, Inc. 115/301

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Violent Outburst

1 ⚫ ⚫

Instant

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.)

Creatures you control get +1/+0 until end of turn.

—Richard Whitters

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Fulminator Mage

1 ⚫ ⚫

Creature — Elemental Shaman

Sacrifice Fulminator Mage: Destroy target nonbasic land.

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

2/2

215/254 R

UMA • EN — Lucas Graciano

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Ingot Chewer — 4R

Creature — Elemental

When Ingot Chewer comes into play, destroy target artifact.

Evoke R (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

Elementals are ideas given form. This one is the idea of "smashitude."

3/3

Kev Walker

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Krosan Grip — 2G

Instant

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

Destroy target artifact or enchantment.

"Give up these unnatural weapons, these scrolls. Heart and mind and fist are enough."
—Zyd, Kamahlite druid

Zoltan Boros & Gabor Szikszai

Ravenous Trap — 2BB

Instant — Trap

If an opponent had three or more cards put into his or her graveyard from anywhere this turn, you may pay 0 rather than pay Ravenous Trap's mana cost.

Exile all cards from target player's graveyard.

Cyril Van Der Haegen

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Instant — Trap

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Exile all cards from target player's graveyard.

Cyril Van Der Haegen

Ricochet Trap — 3R

Instant — Trap

If an opponent cast a blue spell this turn, you may pay R rather than pay Ricochet Trap's mana cost.

Change the target of target spell with a single target.

In his last seconds, Remhas regretted using his most powerful spell.

Jaime Jones

Ricochet Trap — 3R

Instant — Trap

If an opponent cast a blue spell this turn, you may pay R rather than pay Ricochet Trap's mana cost.

Change the target of target spell with a single target.

In his last seconds, Remhas regretted using his most powerful spell.

Jaime Jones

Shriekmaw — 4B

Creature — Elemental

Fear

When Shriekmaw comes into play, destroy target nonartifact, nonblack creature.

Evoke 1B *(You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)*

3/2

Steve Prescott

Shriekmaw 4B

Creature — Elemental

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When Shriekmaw comes into play, destroy target nonartifact, nonblack creature.

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