

**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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**Island**



Basic Land Island

Veronique Meignaud

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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

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Shelly Wan

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**Mountain**



Basic Land Mountain

John Avon

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**Scalding Tarn**



Land

, Pay 1 life, Sacrifice Scalding Tarn: Search your library for an Island or Mountain card and put it onto the battlefield. Then shuffle your library.

244/249 R  
MM3 • EN • PHILIP STRAUB

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**Scalding Tarn**



Land

, Pay 1 life, Sacrifice Scalding Tarn: Search your library for an Island or Mountain card and put it onto the battlefield. Then shuffle your library.

244/249 R  
MM3 • EN • PHILIP STRAUB

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**Scalding Tarn**



Land

☞, Pay 1 life, Sacrifice Scalding Tarn: Search your library for an Island or Mountain card and put it onto the battlefield. Then shuffle your library.

244/249 R  
MM3 • EN • PHILIP STRAUB

**Scalding Tarn**



Land

☞, Pay 1 life, Sacrifice Scalding Tarn: Search your library for an Island or Mountain card and put it onto the battlefield. Then shuffle your library.

244/249 R  
MM3 • EN • PHILIP STRAUB

**Spirebluff Canal**



Land

Spirebluff Canal enters the battlefield tapped unless you control two or fewer other lands.

☞: Add  or  to your mana pool.

*There's so much more to Ghirapur than can be accessed by traditional roads.*

249/264 R  
KLD • EN • ADAM PAQUETTE

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249/264 R  
KLD • EN • ADAM PAQUETTE

**Steam Vents**



Land — Island Mountain

(☞: 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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™ & © 2012 Wizards of the Coast 247/274

**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 Ravnica's rubble."*  
—Nikya of the Old Ways

James Paick

259/259 R  
RNA • EN • JAMES PAICK



**Delver of Secrets**



**Creature — Human Wizard**

At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform Delver of Secrets.

3/2

Nils Hamm

1/1

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**Insectile Aberration**



**Creature — Human Insect**

Flying

*“Unfortunately, all my test animals have died or escaped, so I shall be the final subject. I feel no fear. This is a momentous night.”*  
—Laboratory notes, final entry

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51b/264

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**Dreadhorde Arcanist**



27–28 April 2019

**Creature — Zombie Wizard**

Trample

Whenever Dreadhorde Arcanist attacks, you may cast target instant or sorcery card with converted mana cost less than or equal to Dreadhorde Arcanist's power from your graveyard without paying its mana cost. If that card would be put into your graveyard this turn, exile it instead.

1/3

125/264 R WAR•EN G-HOST LEE

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**Dreadhorde Arcanist** 1



27-28 April 2019

**Creature — Zombie Wizard**

Trample

Whenever Dreadhorde Arcanist attacks, you may cast target instant or sorcery card with converted mana cost less than or equal to Dreadhorde Arcanist's power from your graveyard without paying its mana cost. If that card would be put into your graveyard this turn, exile it instead.

125/264 R  
WAR • EN G • HOST LEE

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1/3

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1/3

**Monastery Swiftspear**



**Creature — Human Monk**

Haste

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

The calligraphy of combat is written with strokes of sudden blood.

118/269 U  
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1/2

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1/2

**Soul-Scar Mage**



**Creature — Human Wizard**

Prowess

If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.

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1/2

**Soul-Scar Mage**



**Creature — Human Wizard**

Prowess

If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.

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1/2



**Atarka's Command** 



**Instant** 

Choose two —

- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

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- Creatures you control get +1/+1 and gain reach until end of turn.

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**Become Immense** 



**Instant** 

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

Target creature gets +6/+6 until end of turn.

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**Crash Through** 



**Sorcery** 

Creatures you control gain trample until end of turn.

Draw a card.

*"We have to get out of the city, Djeru. All of us! Gather as many as you can."*  
—Samut, former Tah-crop initiate

088/199 C  
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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  
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**Mutagenic Growth** 



**Instant** 

( can be paid with either  or 2 life.)

Target creature gets +2/+2 until end of turn.

*"Sympathy is for weaklings. Whoever survives, wins."*  
—Benzir, archdruid of Temple Might

—Dave Kendall

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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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**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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**Sorcery** 

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**Twisted Image** 



**Instant** 

Switch target creature's power and toughness until end of turn.  
Draw a card.

*"True strength is in the mind, for the body is too malleable a form."*  
—Politus, vedalken emisar

—Izzy  
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**Twisted Image** 



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**Vapor Snag** 



**Instant** 

Return target creature to its owner's hand. Its controller loses 1 life.

*"This creature is inadequate. Send it to the splicers for innovation."*  
—Malcator, Executor of Synthesis

—Raymond Swanland  
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**Vapor Snag** 1



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**Abrade** 1



**Instant**  $\diamond$

Choose one —

- Abrade deals 3 damage to target creature.
- Destroy target artifact.

*The desert is a voracious beast, devouring both flesh and stone.*

083/199 U  
HOU • EN • TONAS DE RO  
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**Ancient Grudge** 1



**Instant**  $\infty$

Destroy target artifact.

Flashback  $\spadesuit$  (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  
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TM & © 1993–2006 Wizards of the Coast, Inc. 14/201

**Ceremonious Rejection** 1



**Instant**  $\heartsuit$

Counter target colorless spell.

*The judges at the Fair are held in such high esteem that a nod of recognition can inspire an inventor for a lifetime—and a wave of dismissal can end a career.*

040/264 U  
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**Forked Bolt** 2



**Sorcery**  $\diamond$

Forked Bolt deals 2 damage divided as you choose among one or two target creatures and/or players.

*"Play no favorites. Everybody dies."*  
—Sparkmage saying

Tomasz Jedruszek  
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**Molten Rain** 1



**Sorcery**  $\spadesuit$

Destroy target land. If that land is nonbasic, Molten Rain deals 2 damage to the land's controller.

*When the molten rains fall, entire landscapes melt and flow away in rivulets of fire.*

Hugh Jamieson  
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TM & © 1993–2003 Wizards of the Coast, Inc. 101/206



**Spell Pierce** 



**Instant** 

Counter target noncreature spell unless its controller pays 2.

*"There's a hole in your plan."*  
—Noyan Dar, Tazeem lullmage

—Vance Kovacs  
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**Spell Pierce** 



**Instant** 

Counter target noncreature spell unless its controller pays 2.

*"There's a hole in your plan."*  
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—Vance Kovacs  
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**Surgical Extraction** 



**Instant** 

( can be paid with either  or 2 life.)

Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles his or her library.

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**Young Pyromancer**  



**Creature — Human Shaman** 

Whenever you cast an instant or sorcery spell, put a 1/1 red Elemental creature token onto the battlefield.

*Immolation is the sincerest form of flattery.*

—Cynthia Sheppard  2/1  
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