

### Fetid Heath



**Land**

☞: Add ♦ to your mana pool.

\*♦, ☞: Add \*\*\*, \*♦♦, or ♦♦♦ to your mana pool.

*"Do not linger in such places, child. There the gwyllions dance. If they find you, you will join in their revels for eternity."*  
—Talara, elvish safewright

238/249 R  
A25 • EN • DAARKEN

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### Flagstones of Trokair



**Legendary Land**

☞: Add \*.

When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

*Dust-spiked winds eroded the stones, but the ground where they had stood still holds power.*

243/254 R  
UMA • EN • ROB ALEXANDER

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243/254 R  
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### Godless Shrine



**Land — Plains Swamp**

(☞: Add \* or ♦ to your mana pool.)

As Godless Shrine comes into play, you may pay 2 life. If you don't, Godless Shrine comes into play tapped instead.

Rob Alexander

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### Marsh Flats



**Land**

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

239/249 R  
MM3 • EN • IZZY

™ & © 2017 Wizards of the Coast



**Marsh Flats**



Land

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

239/249 R  
MM3 • EN • Izzy

™ & © 2017 Wizards of the Coast

**Marsh Flats**



Land

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

239/249 R  
MM3 • EN • Izzy

™ & © 2017 Wizards of the Coast

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Land

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

239/249 R  
MM3 • EN • Izzy

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**Plains**



Basic Land

Plains

John Avon

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**Shambling Vent**



Land

Shambling Vent enters the battlefield tapped.

☞: Add \* or ☞ to your mana pool.

1 \*☞: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

244/274 R  
BFZ • EN • JUNG PARK

™ & © 2015 Wizards of the Coast

**Shambling Vent**



Land

Shambling Vent enters the battlefield tapped.

☞: Add \* or ☞ to your mana pool.

1 \*☞: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

244/274 R  
BFZ • EN • JUNG PARK

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Shambling Vent enters the battlefield tapped.

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244/274 R  
BFZ • EN • JUNG PARK

™ & © 2015 Wizards of the Coast

**Silent Clearing**



Land

☞, Pay 1 life: Add \* or ☞.

1, ☞, Sacrifice Silent Clearing: Draw a card.

*The expedition's end began the marsh's story.*

246/254 R  
MH1 • EN • SEB MCKINNON

™ & © 2019 Wizards of the Coast

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246/254 R  
MH1 • EN • SEB MCKINNON

™ & © 2019 Wizards of the Coast



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1, ☙, Sacrifice Silent Clearing: Draw a card.

*The expedition's end began the marsh's story.*

246/254 R  
MH1 • EN • Seb McKinnon

™ & © 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

**Swamp**



Basic Land

Swamp

Jung Park

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**Urborg, Tomb of Yawgmoth**



Legendary Land

Each land is a Swamp in addition to its other land types.

*"Yawgmoth's corpse is a wound in the universe. His foul blood seeps out, infecting the land with his final curse."*  
—Lord Windgrace

John Avon

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**Nether Spirit** 1 ☙ ☙



Creature — Spirit

At the beginning of your upkeep, if Nether Spirit is the only creature card in your graveyard, you may return Nether Spirit to the battlefield.

*Four walls and a roof won't provide safety from that which is buried.*

098/254 R  
MH1 • EN • Deruchenko Alexander

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2/2

**Collective Brutality** 1 ☙



Sorcery

Escalate—Discard a card. (Pay this cost for each mode chosen beyond the first.)

Choose one or more —

- Target opponent reveals his or her hand. You choose an instant or sorcery card from it. That player discards that card.
- Target creature gets -2/-2 until end of turn.
- Target opponent loses 2 life and you gain 2 life.

085/205 R  
EMN • EN • Johann Bodin

™ & © 2016 Wizards of the Coast



**Fatal Push** 



**Instant** 

Destroy target creature if it has converted mana cost 2 or less.

*Revolt* — Destroy that creature if it has converted mana cost 4 or less instead if a permanent you controlled left the battlefield this turn.

008/012 P FNM  
FNM • EN ALEX KONSTAD

™ & © 2017 Wizards of the Coast

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FNM • EN ALEX KONSTAD

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**Force of Despair**  



**Instant** 

If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost.

Destroy all creatures that entered the battlefield this turn.

002/254 R  
MH1 • EN SEB MCKINNON

™ & © 2019 Wizards of the Coast

**Inquisition of Kozilek** 



**Sorcery** 

Target player reveals his or her hand. You choose a nonland card from it with converted mana cost 3 or less. That player discards that card.

*After the awakening of the Eldrazi, some vampires took it upon themselves to remind the others where their loyalty should lie.*

075/249 U  
MM3 • EN VOLKAN BAGA

™ & © 2017 Wizards of the Coast

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075/249 U  
MM3 • EN VOLKAN BAGA

™ & © 2017 Wizards of the Coast



**Kaya's Guile** 1 \* ☠



**Instant**

Choose two —

- Each opponent sacrifices a creature.
- Exile all cards from each opponent's graveyard.
- Create a 1/1 white and black Spirit creature token with flying.
- You gain 4 life.

Entwine 3 (Choose all if you pay the entwine cost.)

205/254 R  
MH1 • EN JASON RAINVILLE

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**Lingering Souls** 2 \*



**Sorcery**

Put two 1/1 white Spirit creature tokens with flying onto the battlefield.

Flashback 1 ☠ (You may cast this card from your graveyard for its flashback cost. Then exile it.)

*The murdered inhabitants of Hollowhenge impart to the living the terror they felt in death.*

Bud Cook

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**Smallpox** ☠ ☠



**Sorcery**

Each player loses 1 life, discards a card, sacrifices a creature, then sacrifices a land.

*"Great losses often bring only a numb shock. To truly plunge a victim into misery, you must overwhelm him with many small sufferings."*  
—Ratadrabik of Urborg

Janine Johnston

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**Thoughtseize** 



**Sorcery** 

Target player reveals his or her hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

*"Any dream is a robust harvest. Still, I prefer the timeworn dreams, heavy with import, that haunt the obsessive mind."*

Aleksis Brictor

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**Bitterblossom**  1 



**Tribal Enchantment — Faerie** 

At the beginning of your upkeep, you lose 1 life and create a 1/1 black Faerie Rogue creature token with flying.

*In Lorwyn's brief evenings, the sun pauses at the horizon long enough for a certain species of violet to bloom with the fragrance of mischief.*

085/254 M  
UMA • EN • JESPER EISING

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085/254 M  
UMA • EN • JESPER EISING

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**Gideon, Ally of Zendikar**  2  



**Planeswalker — Gideon** 

**+1** : Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

**0** : Put a 2/2 white Knight Ally creature token onto the battlefield.

**-4** : You get an emblem with "Creatures you control get +1/+1."

029/274 M  
BFZ • EN • ERIC DESCHAMPS

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**Kaya, Orzhov Usurper**  1  



**Legendary Planeswalker — Kaya** 

**+1** : Exile up to two target cards from a single graveyard. You gain 2 life if at least one creature card was exiled this way.

**-1** : Exile target nonland permanent with converted mana cost 1 or less.

**-5** : Kaya, Orzhov Usurper deals damage to target player equal to the number of cards that player owns in exile and you gain that much life.

186/259 M  
RNA • EN • YONGIAE CHOI

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186/259 M  
RNA • EN • YONGIAE CHOI

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**Liliana of the Veil**  1  



**Legendary Planeswalker — Liliana** 

**+1** : Each player discards a card.

**-2** : Target player sacrifices a creature.

**-6** : Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

104/254 M  
UMA • EN • STEVE ARGYLE

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104/254 M  
UMA • EN STEVE ARGYLE

**Serra the Benevolent** 2



**Legendary Planeswalker — Serra**

**+2** : Creatures you control with flying get +1/+1 until end of turn.

**-3** : Create a 4/4 white Angel creature token with flying and vigilance.

**-6** : You get an emblem with "If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead."

026/254 M  
MH1 • EN MAGALI VILLENEUVE

**Sorin, Solemn Visitor** 2



**Planeswalker — Sorin**

**+1** : Until your next turn, creatures you control get +1/+0 and gain lifelink.

**-2** : Put a 2/2 black Vampire creature token with flying onto the battlefield.

**-6** : You get an emblem with "At the beginning of each opponent's upkeep, that player sacrifices a creature."

202/269 M  
KTK • EN CYNTHIA SHEPPARD

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202/269 M  
KTK • EN CYNTHIA SHEPPARD

**Ashiok, Dream Render** 1



**Legendary Planeswalker — Ashiok**

Spells and abilities your opponents control can't cause their controller to search their library.

**-1** : Target player puts the top four cards of their library into their graveyard. Then exile each opponent's graveyard.

228/264 U  
WAR • EN CYNTHIA SHEPPARD

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228/264 U  
WAR • EN CYNTHIA SHEPPARD

**Damnation** 2



**Sorcery**

Destroy all creatures. They can't be regenerated.

— Kev Walker  
TM & © 1993-2007 Wizards of the Coast, Inc. 85/165



**Damping Sphere** 2



**Artifact**

If a land is tapped for two or more mana, it produces ♦ instead of any other type and amount.

Each spell a player casts costs 1 more to cast for each other spell that player has cast this turn.

*A Thran relic, it has spent ten thousand years doing absolutely nothing.*

213/269 U  
DOM • EN ADAM PAQUETTE

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213/269 U  
DOM • EN ADAM PAQUETTE

**Force of Despair** 1



**Instant**

If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost.

Destroy all creatures that entered the battlefield this turn.

092/254 R  
MH1 • EN SEB MCKINNON

**Fulminator Mage** 1



**Creature — Elemental Shaman**

Sacrifice Fulminator Mage: Destroy target nonbasic land.

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

215/254 R  
UMA • EN LUCAS GRACIANO

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215/254 R  
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*"Burn, suffer, and trouble me no more."*

215/254 R  
UMA • EN LUCAS GRACIANO

**Generous Gift** 2



**Instant**

Destroy target permanent. Its controller creates a 3/3 green Elephant creature token.

*The best presents are impossible to regift.*

011/254 U  
MH1 • EN KEY WALKER

**Kaya's Guile** 1



**Instant**

Choose two —

- Each opponent sacrifices a creature.
- Exile all cards from each opponent's graveyard.
- Create a 1/1 white and black Spirit creature token with flying.
- You gain 4 life.

Entwine 3 (Choose all if you pay the entwine cost.)

205/254 R  
MH1 • EN JASON RAINVILLE

**Leyline of the Void** 2



**Enchantment**

If Leyline of the Void is in your opening hand, you may begin the game with it on the battlefield.

If a card would be put into an opponent's graveyard from anywhere, exile it instead.

Rob Alexander

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