

## Celestial Colonnade



Land



Celestial Colonnade enters the battlefield tapped.

☞: Add \* or ♠.

3 \* ♠: Until end of turn, Celestial Colonnade becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.

238/254 R  
UMA • EN • ERIC DESCHAMPS

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## Field of Ruin



Land



☞: Add ♦ to your mana pool.

2, ☞, Sacrifice Field of Ruin: Destroy target nonbasic land an opponent controls. Each player searches his or her library for a basic land card, puts it onto the battlefield, then shuffles his or her library.

254/279 U  
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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  
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233/269 R  
KTK • EN • ANDREAS ROCHA

### Glacial Fortress



Land

Glacial Fortress enters the battlefield tapped unless you control a Plains or an Island.

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

*Ships blown north in their voyage across the Stormwreck Sea become trapped in the unmelting ice.*

255/279 R  
XLN • EN • JAMES PAICK

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Glacial Fortress enters the battlefield tapped unless you control a Plains or an Island.

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255/279 R  
XLN • EN • JAMES PAICK

### 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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251/259 R  
RNA • EN • JEDD CHEVRIER

### Island



Basic Land Island

Veronique Meignaud

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**Snapcaster Mage** 1



**Creature — Human Wizard** 2/1

Flash

When Snapcaster Mage enters the battlefield, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. *(You may cast that card from your graveyard for its flashback cost. Then exile it.)*

Volkan Baga

043/249 R  
MM2 • EN • WAYNE ENGLAND

**Cryptic Command** 1



**Instant**

Choose two —

- Counter target spell.
- Return target permanent to its owner's hand.
- Tap all creatures your opponents control.
- Draw a card.

043/249 R  
MM2 • EN • WAYNE ENGLAND

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043/249 R  
MM2 • EN • WAYNE ENGLAND

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043/249 R  
MM2 • EN • WAYNE ENGLAND

**Force of Negation** 1



**Instant**

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

Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

*"Try, if you must."*

052/254 R  
MH1 • EN • PAUL SCOTT CANAVAN

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052/254 R  
MH1 • EN • PAUL SCOTT CANAVAN

**Logic Knot**



**Instant**

Delve *(You may remove any number of cards in your graveyard from the game as you play this spell. It costs 1 less to play for each card removed this way.)*

Counter target spell unless its controller pays X.

Glen Angus

043/249 R  
MM2 • EN • WAYNE ENGLAND

**Mana Leak** 1



**Instant**

Counter target spell unless its controller pays 3.

*The fatal flaw in every plan is the assumption that you know more than your enemy.*

066/249 C  
11A • EN • HOWARD LYON



Opt



Instant

Look at the top card of your library. You may put that card on the bottom of your library. Draw a card.

*"We need alternatives, Hanna," yelled Gerrard. "Now!"*

Illus. John Howe  
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Oust



Sorcery

Put target creature into its owner's library second from the top. Its controller gains 3 life.

*"'Invincible' is just a word."*  
—Gideon Jura

Mike Bierek  
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Path to Exile



Instant

Exile target creature. Its controller may search his or her library for a basic land card, put that card onto the battlefield tapped, then shuffle his or her library.

017/249 U  
MM3 • EN • TODD LOCKWOOD  
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MM3 • EN • TODD LOCKWOOD  
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**Spell Snare** 1



**Instant**

Counter target spell with converted mana cost 2.

*Every culture has its unlucky numbers. In a city where you're either alone, in a crowd, or being stabbed in the back, two is the worst number of all.*

Hideaki Takamura

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**Supreme Verdict** 1



**Sorcery**

Supreme Verdict can't be countered. Destroy all creatures.

*Leonos had no second thoughts about the abolishment edict. He'd left skyrunes warning of the eviction, even though it was cloudy.*

Sam Burley

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TM & © 2012 Wizards of the Coast 201/244

**Surgical Extraction**



**Instant**

(**Φ** 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.

099/249 R  
MM2 • EN STEVEN BELLEDIN

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**Timely Reinforcements** 2



**Sorcery**

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, put three 1/1 white Soldier creature tokens onto the battlefield.

*The gods are not always kind, but they do have a soft spot for plucky underdogs.*

Tomasz Jedruszek

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**Detention Sphere** 1



**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.

Kev Walker

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**Jace, the Mind Sculptor** 2



**Legendary Planeswalker — Jace**

**+2** : Look at the top card of target player's library. You may put that card on the bottom of that player's library.

**0** : Draw three cards, then put two cards from your hand on top of your library in any order.

**-1** : Return target creature to its owner's hand.

**-12** : Exile all cards from target player's library, then that player shuffles his or her hand into his or her library.

3

062/249 M  
A25 • EN JASON CHAN

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3

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**Narset, Parter of Veils** 1 U



27-28 April 2019

**Legendary Planeswalker — Narset**

Each opponent can't draw more than one card each turn.

**-2** Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

**5**

061/264 U  
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**Teferi, Hero of Dominaria** 3 U



21-22 April 2018

**Legendary Planeswalker — Teferi**

**+1** Draw a card. At the beginning of the next end step, untap two lands.

**-3** Put target nonland permanent into its owner's library third from the top.

**-8** You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."

**4**

207/269 M  
DOM•EN CHRIS RALLIS™ & © 2018 Wizards of the Coast

**Teferi, Time Raveler** 1 U



27-28 April 2019

**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.

**4**

221/264 R  
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**4**

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**Baneslayer Angel** 3 U



**Creature — Angel**

Flying, first strike, lifelink, protection from Demons and from Dragons

*Some angels protect the meek and innocent. Others seek out and smite evil wherever it lurks.*

**5/5**

Greg Staples™ & © 1993-2009 Wizards of the Coast LLC 4/249

**Celestial Purge** 1 U



**Instant**

Exile target black or red permanent.

*"They say only the good die young. Obviously, you are one of the exceptions."*

*—Delrobah, cleric of Ivora Gate*

011/249 U  
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MM2•EN DAVID PALUMBO™ & © 2015 Wizards of the Coast



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## Disdainful Stroke

1



Instant



Counter target spell with converted mana cost 4 or greater.

*"You are beneath contempt. Your lineage will be forgotten."*

037/269 C  
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## Dovin's Veto

1



Instant



This spell can't be countered.  
Counter target noncreature spell.

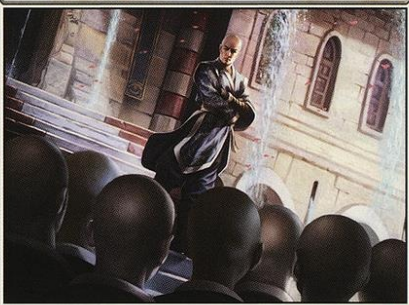
*"I see you've learned nothing, Chandra. You'd still put a match to something rather than understand it."*

193/264 P FNM  
WAR • EN • IZZY

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## Monastery Mentor

2



Creature — Human Monk



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

Whenever you cast a noncreature spell, put a 1/1 white Monk creature token with prowess onto the battlefield.

*"Speak little. Do much."*

2/2

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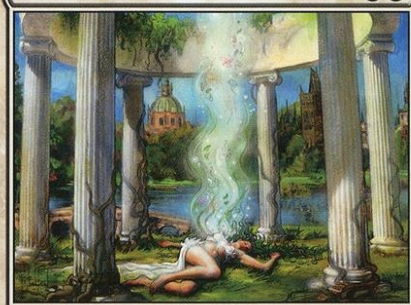
2/2

020/185 M  
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## Rest in Peace

1



Enchantment



When Rest in Peace enters the battlefield, exile all cards from all graveyards.

If a card or token would be put into a graveyard from anywhere, exile it instead.

*Some corpses the Golgari cannot claim. Some souls the Orzhov cannot shackle.*

—Terese Nielsen

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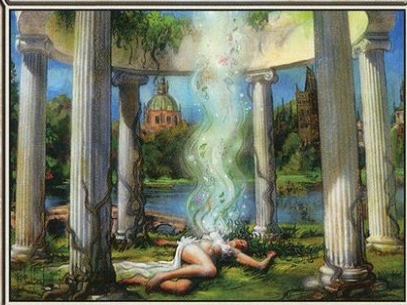
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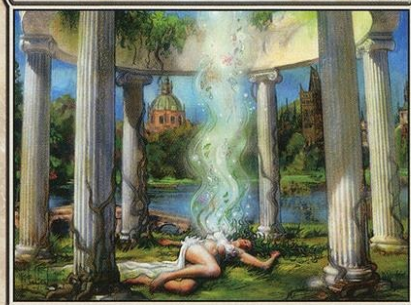
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## Stony Silence

1\*



## Enchantment



Activated abilities of artifacts can't be activated.

*Let moss grow over gargoyles  
—Gavony saying meaning  
“forget painful memories”*

Wayne England

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## Timely Reinforcements

2\*



## Sorcery



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Tomasz Jedruszek

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## Wrath of God

2\*\*\*



## Sorcery



Destroy all creatures.  
They can't be regenerated.

038/249 R  
EMA • EN KEY WALKER



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