

Emeria, the Sky Ruin



Land

Emeria, the Sky Ruin enters the battlefield tapped.

At the beginning of your upkeep, if you control seven or more Plains, you may return target creature card from your graveyard to the battlefield.

☞: Add * to your mana pool.

293/337 R
C14 • EN • JAIME JONES

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293/337 R
C14 • EN • JAIME JONES

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
XLN • EN • DIMITAR

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254/279 U
XLN • EN • DIMITAR

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
UMA • EN ROB ALEXANDER

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Ghost Quarter



Land

☞: Add 1 to your mana pool.

☞, Sacrifice Ghost Quarter: Destroy target land. Its controller may search his or her library for a basic land card, put it onto the battlefield, then shuffle his or her library.

Deserted, but not uninhabited.

Peter Mohrbacher

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Mistveil Plains



Land — Plains

(☞: Add *.)

Mistveil Plains enters the battlefield tapped.

*, ☞: Put target card from your graveyard on the bottom of your library. Activate this ability only if you control two or more white permanents.

247/254 U
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Plains



Basic Land Plains

John Avon

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Plains



Basic Land Plains

John Avon

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Martyr of Sands



Creature — Human Cleric



1, Reveal X white cards from your hand, Sacrifice Martyr of Sands: You gain three times X life.

"Only in our vulnerability is there true power, and that power is life itself."

1/1

025/254 C
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Ranger of Eos



Creature — Human Soldier



When Ranger of Eos enters the battlefield, you may search your library for up to two creature cards with converted mana cost 1 or less, reveal them, and put them into your hand. If you do, shuffle your library.

At his side, humble beasts become weapons more deadly than sharpened steel.

3/2

019/249 R
MM3 • EN • RYAN PANCOAST

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Ranger-Captain of Eos



Creature — Human Soldier



When Ranger-Captain of Eos enters the battlefield, you may search your library for a creature card with converted mana cost 1 or less, reveal it, put it into your hand, then shuffle your library.

Sacrifice Ranger-Captain of Eos: Your opponents can't cast noncreature spells this turn.

3/3

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Ranger-Captain of Eos

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3/3

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Serra Ascendant

*



Creature — Human Monk



Lifelink

As long as you have 30 or more life, Serra Ascendant gets +5/+5 and has flying.

Faith in Serra is its own reward.

1/1

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Squadron Hawk

1



Creature — Bird



Flying

When Squadron Hawk enters the battlefield, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle your library.

1/1

034/249 C
A25 • EN • MARTINA PILCEROVA

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Thraben Inspector



Creature — Human Soldier



When Thraben Inspector enters the battlefield, investigate. (Put a colorless Clue artifact token onto the battlefield with “2, Sacrifice this artifact: Draw a card.”)

“If you’ve been at this as long as I have, nothing can surprise you. That’s the hope, at least.”

1/2

044/297 C
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1/2

044/297 C
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Day of Judgment

2**



Sorcery



Destroy all creatures.

002/047 R
E02 • EN • VINCENT PROCE

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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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Path to Exile



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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.

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Proclamation of Rebirth

2**



Sorcery



Return up to three target creature cards with converted mana cost 1 or less from your graveyard to play.

Forecast — 5*, Reveal Proclamation of Rebirth from your hand: Return target creature card with converted mana cost 1 or less from your graveyard to play. (Play this ability only during your upkeep and only once each turn.)

— William Simpson

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— William Simpson

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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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Sorcery

Destroy all creatures.
They can't be regenerated.

038/249 R
EMA • EN • KEY WALKER

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Ghostly Prison 2*



Enchantment

Creatures can't attack you unless their controller pays 2 for each creature attacking you. *(This cost is paid as attackers are declared.)*

Destroyed in one of the first battles of the Kami War, the town of Reito still grieved.

Lars Grant-West

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Celestial Purge 1*



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
MM2 • EN • DAVID PALUMBO

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011/249 U
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Disenchant 1*



Instant

Destroy target artifact or enchantment.

"The tools of evil are mere things. And like all things, they cannot last forever."
—Song of All, canto 881

012/249 C
A25 • EN • HEATHER HUDSON

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Hex Parasite 1



Artifact Creature — Insect

⦿: Remove up to X counters from target permanent. For each counter removed this way, Hex Parasite gets +1/+0 until end of turn. (⦿ can be paid with either ⚡ or 2 life.)

Drawn by power, fueled by conquest.

Raymond Swanland

1/1

021/249 U
A25 • EN • MATT STEWART

Kor Firewalker **



Creature — Kor Soldier

Protection from red

Whenever a player casts a red spell, you may gain 1 life.

"A river of lava is just another river to cross."

2/2

021/249 U
A25 • EN • MATT STEWART

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021/249 U
A25 • EN • MATT STEWART

Leyline of Sanctity 2**



Enchantment

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

You have hexproof. (You can't be the target of spells or abilities your opponents control.)

023/249 R
MM2 • EN • RYAN PANCOAST

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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

1/1

021/249 U
A25 • EN • MATT STEWART

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1/1

021/249 U
A25 • EN • MATT STEWART

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

1/1

021/249 U
A25 • EN • MATT STEWART

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1*



Enchantment



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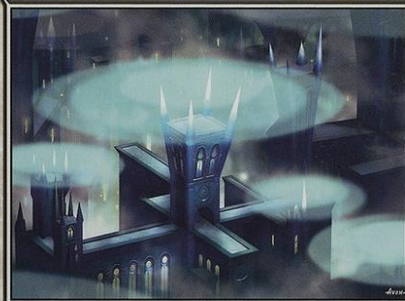
*Let moss grow over gargoyles
—Gavony saying meaning
“forget painful memories”*

—Wayne England

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Suppression Field

1*



Enchantment



Activated abilities cost 2 more to play unless they're mana abilities.

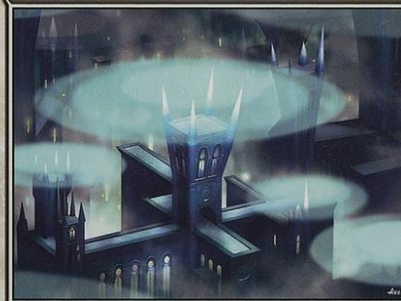
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is to be freed—sent back out into the
world, stripped of all magical defenses.*

—John Avon

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