

Fiery Islet



Land

☾, Pay 1 life: Add  or .

1, ☾, Sacrifice Fiery Islet: Draw a card.

Where water is the canvas and lava the paint.

238/254 R
MH1 • EN • RICHARD WRIGHT

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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
KTK • EN • ANDREAS ROCHA

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Island



Basic Land  **Island** 

Veronique Meignaud

™ & © 1993-2009 Wizards of the Coast LLC 236/249

Island



Basic Land  **Island** 

Veronique Meignaud

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Island



Basic Land  **Island** 

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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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Mountain



Basic Land  **Mountain** 

John Avon

™ & © 1993-2009 Wizards of the Coast LLC 242/249

Mountain



Basic Land  **Mountain** 

John Avon

™ & © 1993-2009 Wizards of the Coast LLC 242/249

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
MMS • 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

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☞, 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

Spirebluff Canal



Land

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

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249/264 R
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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

™ & © 2012 Wizards of the Coast 247/274

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Arclight Phoenix 3 2



Creature — Phoenix

Flying, haste

At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return Arclight Phoenix from your graveyard to the battlefield.

Some storms never blow over.

3/2

091/259 M
GRN • EN • SLAWOMIR MANIAK

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091/259 M
GRN • EN • SLAWOMIR MANIAK

Crackling Drake 2 2 2



Creature — Drake

Flying

Crackling Drake's power is equal to the total number of instant and sorcery cards you own in exile and in your graveyard.

When Crackling Drake enters the battlefield, draw a card.

*4

161/259 U
GRN • EN • VICTOR ADAME MINQUEZ

Thing in the Ice 1 6



Creature — Horror

Defender

Thing in the Ice enters the battlefield with four ice counters on it.

Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

7/8

0/4

092/297 R
SOI • EN • SVETLIN VELINOV

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092/297 R
SOI • EN • SVETLIN VELINOV

Awoken Horror



Creature — Kraken Horror

When this creature transforms into Awoken Horror, return all non-Horror creatures to their owners' hands.

"It serves as evidence of the ancient power of the deep, a reminder that the sea is the only thing worthy of reverence."
—Runo Stromkirk

7/8

092/297 R
SO1 • EN SVETLIN VELINOV

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—Runo Stromkirk

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092/297 R
SO1 • EN SVETLIN VELINOV

Faithless Looting



Sorcery

Draw two cards, then discard two cards.

Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

"Avacyn has abandoned us! We have nothing left except what we can take!"

128/254 C
UMA • EN GABOR SZIKSZAI

Faithless Looting



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128/254 C
UMA • EN GABOR SZIKSZAI

Finale of Promise



Sorcery

You may cast up to one target instant card and/or up to one target sorcery card from your graveyard each with converted mana cost X or less without paying their mana costs. If a card cast this way would be put into your graveyard this turn, exile it instead. If X is 10 or more, copy each of those spells twice. You may choose new targets for the copies.

27-28 April 2019

127/264 M
WAR • EN JAIME JONES

Finale of Promise X 2 2



27-28 April 2019

Sorcery 2

You may cast up to one target instant card and/or up to one target sorcery card from your graveyard each with converted mana cost X or less without paying their mana costs. If a card cast this way would be put into your graveyard this turn, exile it instead. If X is 10 or more, copy each of those spells twice. You may choose new targets for the copies.

127/264 M
WAR • EN • JAIME JONES

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Flame Slash 2



Sorcery 2

Flame Slash deals 4 damage to target creature.

After millennia asleep, the Eldrazi had forgotten about Zendikar's fiery temper and dislike of strangers.

—Raymond Swanland

127/264 M
WAR • EN • JAIME JONES

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Lava Dart 2



Instant 1

Lava Dart deals 1 damage to target creature or player.

Flashback—Sacrifice a mountain. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Darrell Riche

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Lightning Bolt 2



Instant 1

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
MM2 • EN • CHRISTOPHER MOELLER

™ & © 2015 Wizards of the Coast

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122/249 U
MM2 • EN • CHRISTOPHER MOELLER

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Magmatic Sinkhole 5 2



Instant 1

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

Magmatic Sinkhole deals 5 damage to target creature or planeswalker.

Opening like the maw of a hellion, the earth swallowed the traveler whole.

135/254 C
MH1 • EN • MARK BEHM

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Manamorphose 1 2



Instant 1

Add two mana in any combination of colors to your mana pool. Draw a card.

“Master the chaotic forces of nature, and you shall master magic.”
—Yare-Tiva, warden of Gramur forest

—Adam Paquette

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Manamorphose 1



Instant

Add two mana in any combination of colors to your mana pool.
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© 2013 Wizards of the Coast 191/229

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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.

Illus. Phil Foglio
© 1993-1998 Wizards of the Coast, Inc.

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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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.

Illus. Phil Foglio
© 1993-1998 Wizards of the Coast, Inc.

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.

099/249 R
MM2 • EN STEVEN BELLEDIN  TM & © 2015 Wizards of the Coast

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( can be paid with either  or 2 life.)

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099/249 R
MM2 • EN STEVEN BELLEDIN  TM & © 2015 Wizards of the Coast

Thought Scour 



Instant 

Target player puts the top two cards of his or her library into his or her graveyard. Draw a card.

"As you inject the viscus vitae into the brain stem, don't let the spastic moaning bother you. It will soon become music to your ears."
—Stitcher Geraff

David Rapoza
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Target player puts the top two cards of his or her library into his or her graveyard. Draw a card.

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Aria of Flame  



Enchantment 

When Aria of Flame enters the battlefield, each opponent gains 10 life. Whenever you cast an instant or sorcery spell, put a verse counter on Aria of Flame, then it deals damage equal to the number of verse counters on it to target player or planeswalker.

110/254 R
MH1 • EN GREG STAPLES  TM & © 2019 Wizards of the Coast

Aria of Flame 2



Enchantment

When Aria of Flame enters the battlefield, each opponent gains 10 life.
Whenever you cast an instant or sorcery spell, put a verse counter on Aria of Flame, then it deals damage equal to the number of verse counters on it to target player or planeswalker.

118/254 R
MH1 • EN • GREG STAPLES

Abrade 1



Instant

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 • JONAS DE RO

Abrade 1



Instant

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 • JONAS DE RO

Anger of the Gods 1



Sorcery

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

There was no reason to pray. This was already an act of the gods.

— Noah Bradley

Anger of the Gods 1



Sorcery

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

There was no reason to pray. This was already an act of the gods.

— Noah Bradley

Blood Moon 2



Enchantment

All non-basic lands are now basic mountains.
Heavy light flooded across the landscape, cloaking everything in deep crimson.

Illus. © 1994 Tom Wänerstrand

Blood Moon 2



Enchantment

All non-basic lands are now basic mountains.
Heavy light flooded across the landscape, cloaking everything in deep crimson.

Illus. © 1994 Tom Wänerstrand

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

Magmatic Sinkhole 5



Instant

Delve (Each card you exile from your graveyard while casting this spell pays for 1.)
Magmatic Sinkhole deals 5 damage to target creature or planeswalker.

Opening like the maw of a hellion, the earth swallowed the traveler whole.

135/254 C
MH1 • EN • MARK BEHM

Narset, Parter of Veils 1 1 1



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
WAR-EN MAGALI VILLENEUVE
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Ravenous Trap 2 1 1



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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Saheeli, Sublime Artificer 1 1 1



27-28 April 2019

Legendary Planeswalker — Saheeli

Whenever you cast a noncreature spell, create a 1/1 colorless Servo artifact creature token.

-2 : Target artifact you control becomes a copy of another target artifact or creature you control until end of turn, except it's an artifact in addition to its other types.

5

234/264 U
WAR-EN WESLEY BURT
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Spell Pierce 1



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 1



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Counter target noncreature spell unless its controller pays 2.

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