









**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

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**Bedlam Reveler** 6 2 2



**Creature — Devil Horror** 

Bedlam Reveler costs 1 less to cast for each instant and sorcery card in your graveyard.  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)  
When Bedlam Reveler enters the battlefield, discard your hand, then draw three cards.

3/4

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**Monastery Swiftspear** 2



**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.*

1/2

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**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**  
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1/2

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1/2

**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  
HOU • EN IZZY™ & © 2017 Wizards of the Coast

**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  
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**Finale of Promise** X 2 2



27-28 April 2019

**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.

127/264 M  
WARREN JAIME JONES

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**Gut Shot** ♣



**Instant** ♣

(♣ can be paid with either 2 or 2 life.)  
Gut Shot deals 1 damage to target creature or player.

*"Down here, we have a more pointed version of the scriptures."*  
—Urabrask's enforcer

Greg Staples

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**Lava Dart** 2



**Instant** 🔥

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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**Lava Spike** 2



**Sorcery — Arcane** 🔥

Lava Spike deals 3 damage to target player.

*Some kami attacks during the war were rife with trickery, subterfuge, and sublety, draining hope and pride from the mortal world. Other attacks were a lot more straightforward.*

Mark Tedin

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107/259 P FNM  
RNA • EN • DMITRY BURMAK

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107/259 P FNM  
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**Light Up the Stage** 2



**Sorcery** 2

**Spectacle** 2

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

*"Places, everyone!"*  
—Judith

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107/259 P FNM  
RNA • EN • DMITRY BURMAK

**Lightning Bolt** 2



**Instant** 2

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

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**Manamorphose** 1



**Instant**

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  
122/249 U  
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122/249 U  
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**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 • IONAS DE RO

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083/199 U  
HOU • EN • IONAS DE RO

**Dragon's Claw** 2



**Artifact**

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

*Though no longer attached to the hand, it still holds its adversary in its grasp.*

—Alan Pollack  
122/249 U  
MM2 • EN • CHRISTOPHER MOELLER



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**Flame Slash** 2



**Sorcery**

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

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**Kozilek's Return** 2



**Instant**

Devoid (*This card has no color.*)

Kozilek's Return deals 2 damage to each creature.

Whenever you cast an Eldrazi creature spell with converted mana cost 7 or greater, you may exile Kozilek's Return from your graveyard. If you do, Kozilek's Return deals 5 damage to each creature.

098/184 M  
OGW • EN • LIUS LASAHIDO

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**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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**Saheeli, Sublime Artificer** 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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**Shenanigans** 1 



**Sorcery** 

Destroy target artifact.

**Dredge 1** (If you would draw a card, instead you may put exactly one card from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

*Pricy baubles are no match for cheap tricks.*

146/254 C  
MH1 • EN  LINDSEY LOOK

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