

### 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

### 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

### Creeping Tar Pit



**Land**

Creeping Tar Pit enters the battlefield tapped.

☾: Add ♠ or ♣.

1 ♠ ♣: Creeping Tar Pit becomes a 3/2 blue and black Elemental creature until end of turn and can't be blocked this turn. It's still a land.

239/254 R  
UMA • EN • JASON FELIX

### Drowned Catacomb



**Land**

Drowned Catacomb enters the battlefield tapped unless you control an Island or a Swamp.

☾: Add ♠ or ♣ to your mana pool.

Dave Kendall

™ & © 1993-2009 Wizards of the Coast LLC 224 249

### 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

### 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

### 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

### 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

### Glacial Fortress



**Land**

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

☾: 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



### 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

### Godless Shrine



Land — Plains Swamp

**(C):** 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

TM & © 1993–2006 Wizards of the Coast, Inc. 157/163

### 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

### 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

### Island



Basic Land Island

Veronique Meignaud

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

### Island



Basic Land Island

Veronique Meignaud

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

### Island



Basic Land Island

Veronique Meignaud

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

### Plains



Basic Land Plains

John Avon

TM & © 1993–2009 Wizards of the Coast LLC 230/249

### Polluted Delta



Land

**(C),** Pay 1 life, Sacrifice Polluted Delta: Search your library for an Island or Swamp card and put it onto the battlefield. Then shuffle your library.

*Where dragons once prevailed, their bones now sink.*

239/269 R  
KTK • EN VINCENT PROCE



## Polluted Delta



Land



**Flash**, Pay 1 life, Sacrifice Polluted Delta: Search your library for an Island or Swamp card and put it onto the battlefield. Then shuffle your library.

*Where dragons once prevailed, their bones now sink.*

239/269 R  
KTK • EN • VINCENT PROCE



™ & © 2014 Wizards of the Coast

## Polluted Delta



Land



**Flash**, Pay 1 life, Sacrifice Polluted Delta: Search your library for an Island or Swamp card and put it onto the battlefield. Then shuffle your library.

*Where dragons once prevailed, their bones now sink.*

239/269 R  
KTK • EN • VINCENT PROCE



™ & © 2014 Wizards of the Coast

## Polluted Delta



Land



**Flash**, Pay 1 life, Sacrifice Polluted Delta: Search your library for an Island or Swamp card and put it onto the battlefield. Then shuffle your library.

*Where dragons once prevailed, their bones now sink.*

239/269 R  
KTK • EN • VINCENT PROCE



™ & © 2014 Wizards of the Coast

## Swamp



Basic Land



Swamp



Jung Park  
™ & © 1993-2009 Wizards of the Coast LLC 239/249

## Watery Grave



Land — Island Swamp



(**Flash**: Add **U** or **S** to your mana pool.)

As Watery Grave enters the battlefield, you may pay 2 life. If you don't, Watery Grave enters the battlefield tapped.

*"I fear that as we scurry after phantoms, the Dimir pull nine puppet strings."*  
—Ral Zarek

Raymond Swanland  
™ & © 2013 Wizards of the Coast 249/249

## Watery Grave



Land — Island Swamp



(**Flash**: Add **U** or **S** to your mana pool.)

As Watery Grave enters the battlefield, you may pay 2 life. If you don't, Watery Grave enters the battlefield tapped.

*"I fear that as we scurry after phantoms, the Dimir pull nine puppet strings."*  
—Ral Zarek

Raymond Swanland  
™ & © 2013 Wizards of the Coast 249/249

## Snapcaster Mage

1



Creature — Human Wizard



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

2/1

™ & © 1993-2011 Wizards of the Coast LLC 78/264

## Snapcaster Mage

1



Creature — Human Wizard



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

2/1

™ & © 1993-2011 Wizards of the Coast LLC 78/264

## Snapcaster Mage

1



Creature — Human Wizard



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

2/1

™ & © 1993-2011 Wizards of the Coast LLC 78/264



**Snapcaster Mage** 1



**Creature — Human Wizard**

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

2/1

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

**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

**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

**Dovin's Veto**



**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

**Esper Charm**



**Instant**

Choose one — Destroy target enchantment; or draw two cards; or target player discards two cards.

*"Thoughts are commodities. Someone will pay a good price for them. Even ones as simplistic as yours . . ."*

—Ennor, mentalist

Michael Bruinsma

043/249 R  
MM2 • EN • WAYNE ENGLAND

**Esper Charm**



**Instant**

Choose one — Destroy target enchantment; or draw two cards; or target player discards two cards.

*"Thoughts are commodities. Someone will pay a good price for them. Even ones as simplistic as yours . . ."*

—Ennor, mentalist

Michael Bruinsma

043/249 R  
MM2 • EN • WAYNE ENGLAND

**Esper Charm**



**Instant**

Choose one — Destroy target enchantment; or draw two cards; or target player discards two cards.

*"Thoughts are commodities. Someone will pay a good price for them. Even ones as simplistic as yours . . ."*

—Ennor, mentalist

Michael Bruinsma

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



**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

**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

**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

**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

**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

™ & © 1993–2007 Wizards of the Coast, Inc. 52/180

**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  
IMA • 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

©1993–2000 Wizards of the Coast, Inc. 64/350

**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

©1993–2000 Wizards of the Coast, Inc. 64/350

**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

©1993–2000 Wizards of the Coast, Inc. 64/350



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  
©1993-2000 Wizards of the Coast, Inc. 04/350

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

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

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

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

Supreme Verdict



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  
© 2012 Wizards of the Coast

Supreme Verdict



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  
© 2012 Wizards of the Coast

Jace, the Mind Sculptor



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

Jace, the Mind Sculptor



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



**Kaya, Orzhov Usurper** 1<sup>U</sup> 1<sup>B</sup> 1<sup>R</sup>



21-22 April 2018

**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

**Narset, Parter of Veils** 1<sup>U</sup> 1<sup>B</sup> 1<sup>R</sup>



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.

061/264 U  
WAR • EN • MAGALI VILLENEUVE

**Nihil Spellbomb** 1



**Artifact**

**Sacrifice Nihil Spellbomb:** Exile all cards from target player's graveyard.

When Nihil Spellbomb is put into a graveyard from the battlefield, you may pay  $\{1\}$ . If you do, draw a card.

226/249 C  
A25 • EN • FRANZ VOHWINKEL

**Teferi, Hero of Dominaria** 3<sup>U</sup> 1<sup>B</sup> 1<sup>R</sup>



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."

207/269 M  
DOM • EN • CHRIS RALLIS

**Teferi, Time Raveler** 1<sup>U</sup> 1<sup>B</sup> 1<sup>R</sup>



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.

221/264 R  
WAR • EN • CHRIS RALLIS

**Teferi, Time Raveler** 1<sup>U</sup> 1<sup>B</sup> 1<sup>R</sup>



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.

221/264 R  
WAR • EN • CHRIS RALLIS

**Bitterblossom** 1<sup>B</sup>



**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

**Celestial Purge** 1<sup>U</sup>



**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

**Celestial Purge** 1<sup>U</sup>



**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



**Ceremonious Rejection**



**Instant**

Counter target colorless spell.

*The judges at the Fair are held in such high esteem that a nod of recognition can inspire an inventor for a lifetime—and a wave of dismissal can end a career.*

040/264 U  
KLD • EN • CHRIS RAHN

™ & © 2016 Wizards of the Coast

**Dovin's Veto**



**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

™ & © 2019 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

**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

**Force of Negation**



**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

™ & © 2019 Wizards of the Coast

**Kaya's Guile**



**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

™ & © 2019 Wizards of the Coast

**Monastery Mentor**



**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."*

020/185 M  
FRF • EN • MAGALI VILLENEUVE

™ & © 2015 Wizards of the Coast

**Monastery Mentor**



**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."*

020/185 M  
FRF • EN • MAGALI VILLENEUVE

™ & © 2015 Wizards of the Coast

**Plague Engineer**



**Creature — Carrier**

Deathtouch

As Plague Engineer enters the battlefield, choose a creature type.

Creatures of the chosen type your opponents control get -1/-1.

*"The lasting effects are invariably fatal."*  
—Phyrexian progress notes

100/254 R  
MH1 • EN • NICHOLAS GREGORY

™ & © 2019 Wizards of the Coast



**Plague Engineer** 2



**Creature — Carrier**

Deathtouch  
As Plague Engineer enters the battlefield, choose a creature type.  
Creatures of the chosen type your opponents control get -1/-1.

*"The lasting effects are invariably fatal."  
—Phyrexian progress notes*

100/254 R  
MH1 • EN • NICHOLAS GREGORY

2/2

™ & © 2019 Wizards of the Coast

**Unmoored Ego** 1



**Sorcery**

Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles their library, then draws a card for each card exiled from their hand this way.

*A well-chosen word can restore a mind or snap its tethers.*

212/259 R  
GRN • EN • VOLKAN BAGA

™ & © 2018 Wizards of the Coast

**Unmoored Ego** 1



**Sorcery**

Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles their library, then draws a card for each card exiled from their hand this way.

*A well-chosen word can restore a mind or snap its tethers.*

212/259 R  
GRN • EN • VOLKAN BAGA

™ & © 2018 Wizards of the Coast