

Bojuka Bog



Land

Bojuka Bog enters the battlefield tapped.

When Bojuka Bog enters the battlefield, exile all cards from target player's graveyard.

☞: Add ♠ to your mana pool.

Howard Lyon
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Boros Garrison



Land

Boros Garrison comes into play tapped.

When Boros Garrison comes into play, return a land you control to its owner's hand.

☞: Add ⚡ to your mana pool.

John Avon
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Cavern of Souls



Land

As Cavern of Souls enters the battlefield, choose a creature type.

☞: Add 1 to your mana pool.

☞: Add one mana of any color to your mana pool. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

Cliff Childs
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Forest



Basic Land Forest

Veronique Meignaud
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Forest



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Basic Land Forest

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Gemstone Mine



Land

When Gemstone Mine comes into play, put three mining counters on it.

☞: Remove a mining counter from Gemstone Mine: Add one mana of any color to your mana pool. If there are no mining counters on Gemstone Mine, bury it.

Illus. Brom
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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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Grove of the Burnwillows



Land

☞: Add ♦ to your mana pool.

☞: Add ♢ or ♣ to your mana pool. Each opponent gains 1 life.

Spring is the most beautiful season in the grove, when the new leaves open from their ember-buds in a race of leaping flames.

238/249 R
I M A • EN —Cliff Childs
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Gruul Turf



Land

Gruul Turf comes into play tapped.

When Gruul Turf comes into play, return a land you control to its owner's hand.

☞: Add ♢♣ to your mana pool.

—John Avon
™ & © 1993–2006 Wizards of the Coast, Inc. 158/165

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Land

Gruul Turf comes into play tapped.

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☞: Add ♢♣ to your mana pool.

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™ & © 1993–2006 Wizards of the Coast, Inc. 158/165

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☞: Add ♢♣ to your mana pool.

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☞: Add ♢♣ to your mana pool.

—John Avon
™ & © 1993–2006 Wizards of the Coast, Inc. 158/165

Khalni Garden



Land

Khalni Garden enters the battlefield tapped.

When Khalni Garden enters the battlefield, put a 0/1 green Plant creature token onto the battlefield.

☞: Add ♣ to your mana pool.

—Ryan Pancoast
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Radiant Fountain



Land

When Radiant Fountain enters the battlefield, you gain 2 life.

☞: Add ♦ to your mana pool.

*"All peoples treasure a place where the weary traveler may drink in peace."
—Ajani Goldmane*

244/249 C
I M A • EN —Adam Paquette
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Simic Growth Chamber



Land

Simic Growth Chamber comes into play tapped.

When Simic Growth Chamber comes into play, return a land you control to its owner's hand.

☞: Add ♣♦ to your mana pool.

John Avon

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Land

Simic Growth Chamber comes into play tapped.

When Simic Growth Chamber comes into play, return a land you control to its owner's hand.

☞: Add ♣♦ to your mana pool.

John Avon

™ & © 1993–2006 Wizards of the Coast, Inc. 180/180

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When Simic Growth Chamber comes into play, return a land you control to its owner's hand.

☞: Add ♣♦ to your mana pool.

John Avon

™ & © 1993–2006 Wizards of the Coast, Inc. 180/180

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Land

Simic Growth Chamber comes into play tapped.

When Simic Growth Chamber comes into play, return a land you control to its owner's hand.

☞: Add ♣♦ to your mana pool.

John Avon

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Slayers' Stronghold



Land

☞: Add 1 to your mana pool.

☞*, ☞: Target creature gets +2/+0 and gains vigilance and haste until end of turn.

Its courtyards are lit during every hour of the day so that night may never fall within its walls.

Karl Kopinski

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Sunhome, Fortress of the Legion



Land

☞: Add 1 to your mana pool.

2☞*, ☞: Target creature gains double strike until end of turn.

Sunhome—the stalwart shield, the towering sentinel, the seat of justice.

Martina Pilcerova

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Tolaria West



Land

Tolaria West comes into play tapped.

☞: Add ♦ to your mana pool.

Transmute 1♦♦♦ (1♦♦♦, Discard this card: Search your library for a card with converted mana cost 0, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)

Khang Le

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Tolaria West comes into play tapped.

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Khang Le

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Vesuva



Land

As Vesuva comes into play, you may choose a land in play. If you do, Vesuva comes into play tapped as a copy of the chosen land.

It is everywhere you've ever been.

—Zoltan Boros & Gabor Szikszai

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Azusa, Lost but Seeking 2



Legendary Creature — Human Monk

You may play two additional lands on each of your turns.

"I do not miss Fukai Forest. It is not my home. My home is Kamigawa, its people my family. Wherever I set my pack and rest my head, I am home."

—Todd Lockwood

1/2

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Hornet Queen 4



Creature — Insect

Flying, deathtouch

When Hornet Queen enters the battlefield, put four 1/1 green Insect creature tokens with flying and deathtouch onto the battlefield.

—Martina Pilcerova

2/2

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Primeval Titan 4



Creature — Giant

Trample

Whenever Primeval Titan enters the battlefield or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle your library.

When nature calls, run.

—Aleksi Briclot

6/6

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When nature calls, run.

Aleksi Briclot 6/6

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Sakura-Tribe Scout



Creature — Snake Shaman Scout

☞: You may put a land card from your hand into play.

"Scouts of the Sakura Tribe spent two years wandering the forest to learn every leaf and tree. That knowledge was called upon during the Kami War to ensure the orochi's survival."
—The History of Kamigawa

Darrell Riche 1/1

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Trinket Mage 2



Creature — Human Wizard

When Trinket Mage enters the battlefield, you may search your library for an artifact card with converted mana cost 1 or less, reveal that card, and put it into your hand. If you do, shuffle your library.

Scott Chou 2/2

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Trinket Mage 2



Creature — Human Wizard

When Trinket Mage enters the battlefield, you may search your library for an artifact card with converted mana cost 1 or less, reveal that card, and put it into your hand. If you do, shuffle your library.

Scott Chou 2/2

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Walking Ballista X X



Artifact Creature — Construct

Walking Ballista enters the battlefield with X +1/+1 counters on it.

4: Put a +1/+1 counter on Walking Ballista.

Remove a +1/+1 counter from Walking Ballista: It deals 1 damage to target creature or player.

0/0

181/184 R
AER • EN DANIEL LUNGGREN

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Ancient Stirrings



Sorcery

Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order. (Cards with no colored mana in their mana costs are colorless. Lands are also colorless.)

Vincent Proce

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—Vincent Proce

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Pact of Negation



Instant

Pact of Negation is blue.
Counter target spell.
At the beginning of your next upkeep, pay 3 ♦♦♦. If you don't, you lose the game.
Those who expect betrayal at every turn are seldom disappointed.

—Jason Chan

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Summoner's Pact



Instant

Summoner's Pact is green.
Search your library for a green creature card, reveal it, and put it into your hand. Then shuffle your library.
At the beginning of your next upkeep, pay 2 ♦♦♦. If you don't, you lose the game.

—Chippy

TM & © 1993–2007 Wizards of the Coast, Inc. 139/180

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—Chippy

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Amulet of Vigor



Artifact

Whenever a permanent enters the battlefield tapped and under your control, untap it.
"After years of study, I've learned an important lesson: the relics we watch may be watching us back."
—Anowon, the Ruin Sage

—Warren Mahy

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Amulet of Vigor 1



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Warren Mahy
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—Anowon, the Ruin Sage

Warren Mahy
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Coalition Relic 3



Artifact

☞: Add one mana of any color to your mana pool.
☞: Put a charge counter on Coalition Relic.

At the beginning of your precombat main phase, remove all charge counters from Coalition Relic. Add one mana of any color to your mana pool for each charge counter removed this way.

223/249 R
A25 • EN • JASON FELIX
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Engineered Explosives X



Artifact

Sunburst (This enters the battlefield with a charge counter on it for each color of mana spent to cast it.)

2, Sacrifice Engineered Explosives: Destroy each nonland permanent with converted mana cost equal to the number of charge counters on Engineered Explosives.

227/254 R
UMA • EN • LARS GRANT-WEST
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Artifact

Sunburst (This enters the battlefield with a charge counter on it for each color of mana spent to cast it.)

2, Sacrifice Engineered Explosives: Destroy each nonland permanent with converted mana cost equal to the number of charge counters on Engineered Explosives.

227/254 R
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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 • JONAS DE RO
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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 • JONAS DE RO
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Emrakul, the Promised End 13



Legendary Creature — Eldrazi

Emrakul, the Promised End costs 1 less to cast for each card type among cards in your graveyard.

When you cast Emrakul, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.

Flying, trample, protection from instants

An enigma as vexing as life itself.

006/205 M
EMN • EN • JAIME JONES
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Engineered Explosives X



Artifact

Sunburst (*This enters the battlefield with a charge counter on it for each color of mana spent to cast it.*)

2, Sacrifice Engineered Explosives: Destroy each nonland permanent with converted mana cost equal to the number of charge counters on Engineered Explosives.

227/254 R
UMA • EN LARS GRANT-WEST

Firespout 2



Sorcery

Firespout deals 3 damage to each creature without flying if 2 was spent to play Firespout and 3 damage to each creature with flying if 1 was spent to play it. (*Do both if 21 was spent.*)

Jeff Miracola

Firespout 2



Sorcery

Firespout deals 3 damage to each creature without flying if 2 was spent to play Firespout and 3 damage to each creature with flying if 1 was spent to play it. (*Do both if 21 was spent.*)

Jeff Miracola

Force of Vigor 2



Instant

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

Destroy up to two target artifacts and/or enchantments.

The vines overgrew the construct, snapping gears and soaking up aether.

164/254 R
MH1 • EN RANDY VARGAS

Grafdigger's Cage 1



Artifact

Creature cards can't enter the battlefield from graveyards or libraries.

Players can't cast cards in graveyards or libraries.

"If you wind up in one of mine, you can be sure as silver it will be your last."
—Grafdigger Wulmer

Daniel Ljunggren

Negate 1



Instant

Counter target noncreature spell.

Masters of the arcane savor a delicious irony. Their study of deep and complex arcana leads to such a simple end: the ability to say merely yes or no.

071/269 C
M15 • EN JEREMY JARVIS

Negate 1



Instant

Counter target noncreature spell.

Masters of the arcane savor a delicious irony. Their study of deep and complex arcana leads to such a simple end: the ability to say merely yes or no.

071/269 C
M15 • EN JEREMY JARVIS

Obstinate Baloth 2



Creature — Beast

When Obstinate Baloth enters the battlefield, you gain 4 life.

If a spell or ability an opponent controls causes you to discard Obstinate Baloth, put it onto the battlefield instead of putting it into your graveyard.

Chris Rahn

4/4

Ramunap Excavator 2



Creature — Naga Cleric

You may play land cards from your graveyard.

"This world was once so much more than the confines of Naktamun."

129/199 R
HOU • EN MARK BEHM

2/3

Reclamation Sage 2



Creature — Elf Shaman M15

When Reclamation Sage enters the battlefield, you may destroy target artifact or enchantment.

“What was once formed by masons, shaped by smiths, or given life by mages, I will return to the embrace of the earth.”

2/1

194/269 U
M15 • EN • CHRISTOPHER MOELLER

Ruric Thar, the Unbowed 4



Legendary Creature — Ogre Warrior M15

Vigilance, reach

Ruric Thar, the Unbowed attacks each turn if able.

Whenever a player casts a noncreature spell, Ruric Thar deals 6 damage to that player.

6/6

Tyler Jacobson

193/269 U
M15 • EN • WIZARDS OF THE COAST

Tormod's Crypt 0



Artifact M15

, Sacrifice Tormod's Crypt: Exile all cards from target player's graveyard.

Dominaria's most extravagant crypt nevertheless holds an empty grave.

237/269 U
M15 • EN • LARS GRANT-WEST