

**Adarkar Wastes**



Land X

☞: Add 1 to your mana pool.  
 ☞: Add \* or ♠ to your mana pool. Adarkar Wastes deals 1 damage to you.

John Avon  
™ & © 1993-2007 Wizards of the Coast, Inc. 347/383

**Adarkar Wastes**



Land X

☞: Add 1 to your mana pool.  
 ☞: Add \* or ♠ to your mana pool. Adarkar Wastes deals 1 damage to you.

John Avon  
™ & © 1993-2007 Wizards of the Coast, Inc. 347/383

**Adarkar Wastes**



Land X

☞: Add 1 to your mana pool.  
 ☞: Add \* or ♠ to your mana pool. Adarkar Wastes deals 1 damage to you.

John Avon  
™ & © 1993-2007 Wizards of the Coast, Inc. 347/383

**Blast Zone**



Land 🔥

Blast Zone enters the battlefield with a charge counter on it.  
 ☞: Add ♦.  
 X X, ☞: Put X charge counters on Blast Zone.  
 3, ☞: Sacrifice Blast Zone: Destroy each nonland permanent with converted mana cost equal to the number of charge counters on Blast Zone.

27-28 April 2019  
 244/264 R  
 WAR • EN • CHRIS OSTROWSKI  
™ & © 2019 Wizards of the Coast

**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  
™ & © 1993-2012 Wizards of the Coast LLC 226/241

**Cryptic Caves**



Land M20

☞: Add ♦.  
 1, ☞, Sacrifice Cryptic Caves: Draw a card. Activate this ability only if you control five or more lands.

*Only when you've given up the search will the caves yield their secrets.*

244/280 U  
 M20 • EN • SUNG CHOI  
™ & © 2019 Wizards of the Coast

**Eldrazi Temple**



Land 🔥

☞: Add 1 to your mana pool.  
 ☞: Add 2 to your mana pool. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

*Each temple is a door to a horrible future.*

James Paick  
™ & © 1993-2010 Wizards of the Coast LLC 227/248

**Eldrazi Temple**



Land 🔥

☞: Add 1 to your mana pool.  
 ☞: Add 2 to your mana pool. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

*Each temple is a door to a horrible future.*

James Paick  
™ & © 1993-2010 Wizards of the Coast LLC 227/248

**Eldrazi Temple**



Land 🔥

☞: Add 1 to your mana pool.  
 ☞: Add 2 to your mana pool. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

*Each temple is a door to a horrible future.*

James Paick  
™ & © 1993-2010 Wizards of the Coast LLC 227/248



## Eldrazi Temple



Land

☞: Add 1 to your mana pool.  
 ☞: Add 2 to your mana pool. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

*Each temple is a door to a horrible future.*

James Paick

™ &amp; © 1993-2010 Wizards of the Coast LLC 227/218

## 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

™ &amp; © 1993-2011 Wizards of the Coast LLC 240/261

## Haunted Fengraf



Land

☞: Add 1 to your mana pool.  
 3, ☞, Sacrifice Haunted Fengraf: Return a creature card at random from your graveyard to your hand.

*A ghoulcaller's playground.*

Adam Paquette

™ &amp; © 1993-2012 Wizards of the Coast LLC 137/158

## Urza's Mine



Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 2 colorless mana to your mana pool.  
*Mines became common as cities during the days of the artificers.*

Illus. © Anson Maddocks

## Urza's Mine



Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 2 colorless mana to your mana pool.  
*Mines became common as cities during the days of the artificers.*

Illus. © Anson Maddocks

## Urza's Mine



Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 2 colorless mana to your mana pool.  
*Mines became common as cities during the days of the artificers.*

Illus. © Anson Maddocks

## Urza's Mine



Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 2 colorless mana to your mana pool.  
*Mines became common as cities during the days of the artificers.*

Illus. © Anson Maddocks

## Urza's Power Plant



Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 2 colorless mana to your mana pool.  
*Artifact construction required immense resources.*

Illus. © Mark Tedin

## Urza's Power Plant



Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 2 colorless mana to your mana pool.  
*Artifact construction required immense resources.*

Illus. © Mark Tedin



Urza's Power Plant



Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 2 colorless mana to your mana pool.  
*Artifact construction required*  
*immense resources.*

Illus. © Mark Tedin

Urza's Power Plant



Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 2 colorless mana to your mana pool.  
*Artifact construction required*  
*immense resources.*

Illus. © Mark Tedin

Urza's Tower



Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 3 colorless mana to your mana pool.  
*Urza always put Tocasia's lessons on resource-gathering to effective use.*

Illus. © Mark Poole

Urza's Tower



Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 3 colorless mana to your mana pool.  
*Urza always put Tocasia's lessons on resource-gathering to effective use.*

Illus. © Mark Poole

Urza's Tower



Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 3 colorless mana to your mana pool.  
*Urza always put Tocasia's lessons on resource-gathering to effective use.*

Illus. © Mark Poole

Urza's Tower



Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 3 colorless mana to your mana pool.  
*Urza always put Tocasia's lessons on resource-gathering to effective use.*

Illus. © Mark Poole

Matter Reshaper 2 ◇



Creature — Eldrazi

(◇ represents colorless mana.)  
When Matter Reshaper dies, reveal the top card of your library. You may put that card onto the battlefield if it's a permanent card with converted mana cost 3 or less. Otherwise, put that card into your hand.

3/2

006/184 R  
OGW • EN • CHRIS RAHN  
™ & © 2016 Wizards of the Coast

Matter Reshaper 2 ◇



Creature — Eldrazi

(◇ represents colorless mana.)  
When Matter Reshaper dies, reveal the top card of your library. You may put that card onto the battlefield if it's a permanent card with converted mana cost 3 or less. Otherwise, put that card into your hand.

3/2

006/184 R  
OGW • EN • CHRIS RAHN  
™ & © 2016 Wizards of the Coast

Matter Reshaper 2 ◇



Creature — Eldrazi

(◇ represents colorless mana.)  
When Matter Reshaper dies, reveal the top card of your library. You may put that card onto the battlefield if it's a permanent card with converted mana cost 3 or less. Otherwise, put that card into your hand.

3/2

006/184 R  
OGW • EN • CHRIS RAHN  
™ & © 2016 Wizards of the Coast



**Matter Reshaper** 2 ◇



**Creature — Eldrazi**

(◇ represents colorless mana.)

When Matter Reshaper dies, reveal the top card of your library. You may put that card onto the battlefield if it's a permanent card with converted mana cost 3 or less. Otherwise, put that card into your hand.

3/2

006/184 R  
OGW • EN • CHRIS RAIN

™ & © 2016 Wizards of the Coast

**Reality Smasher** 4 ◇



**Creature — Eldrazi**

(◇ represents colorless mana.)

Trample, haste

Whenever Reality Smasher becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.

*As easy to stop as it is to comprehend.*

5/5

007/184 R  
OGW • EN • JASON RAINVILLE

™ & © 2016 Wizards of the Coast

**Reality Smasher** 4 ◇



**Creature — Eldrazi**

(◇ represents colorless mana.)

Trample, haste

Whenever Reality Smasher becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.

*As easy to stop as it is to comprehend.*

5/5

007/184 R  
OGW • EN • JASON RAINVILLE

™ & © 2016 Wizards of the Coast

**Reality Smasher** 4 ◇



**Creature — Eldrazi**

(◇ represents colorless mana.)

Trample, haste

Whenever Reality Smasher becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.

*As easy to stop as it is to comprehend.*

5/5

007/184 R  
OGW • EN • JASON RAINVILLE

™ & © 2016 Wizards of the Coast

**Reality Smasher** 4 ◇



**Creature — Eldrazi**

(◇ represents colorless mana.)

Trample, haste

Whenever Reality Smasher becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.

*As easy to stop as it is to comprehend.*

5/5

007/184 R  
OGW • EN • JASON RAINVILLE

™ & © 2016 Wizards of the Coast

**Thought-Knot Seer** 3 ◇



**Creature — Eldrazi**

(◇ represents colorless mana.)

When Thought-Knot Seer enters the battlefield, target opponent reveals his or her hand. You choose a nonland card from it and exile that card.

When Thought-Knot Seer leaves the battlefield, target opponent draws a card.

4/4

009/184 R  
OGW • EN • SVETLIN VELINOV

™ & © 2016 Wizards of the Coast

**Thought-Knot Seer** 3 ◇



**Creature — Eldrazi**

(◇ represents colorless mana.)

When Thought-Knot Seer enters the battlefield, target opponent reveals his or her hand. You choose a nonland card from it and exile that card.

When Thought-Knot Seer leaves the battlefield, target opponent draws a card.

4/4

009/184 R  
OGW • EN • SVETLIN VELINOV

™ & © 2016 Wizards of the Coast

**Thought-Knot Seer** 3 ◇



**Creature — Eldrazi**

(◇ represents colorless mana.)

When Thought-Knot Seer enters the battlefield, target opponent reveals his or her hand. You choose a nonland card from it and exile that card.

When Thought-Knot Seer leaves the battlefield, target opponent draws a card.

4/4

009/184 R  
OGW • EN • SVETLIN VELINOV

™ & © 2016 Wizards of the Coast

**Thought-Knot Seer** 3 ◇



**Creature — Eldrazi**

(◇ represents colorless mana.)

When Thought-Knot Seer enters the battlefield, target opponent reveals his or her hand. You choose a nonland card from it and exile that card.

When Thought-Knot Seer leaves the battlefield, target opponent draws a card.

4/4

009/184 R  
OGW • EN • SVETLIN VELINOV

™ & © 2016 Wizards of the Coast



**Walking Ballista** ⓧⓧ



**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.

181/184 R  
AER • EN • DANIEL LJUNGGREN ™ & © 2017 Wizards of the Coast

0/0

**Walking Ballista** ⓧⓧ



**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.

181/184 R  
AER • EN • DANIEL LJUNGGREN ™ & © 2017 Wizards of the Coast

0/0

**Walking Ballista** ⓧⓧ



**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.

181/184 R  
AER • EN • DANIEL LJUNGGREN ™ & © 2017 Wizards of the Coast

0/0

**Walking Ballista** ⓧⓧ



**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.

181/184 R  
AER • EN • DANIEL LJUNGGREN ™ & © 2017 Wizards of the Coast

0/0

**All Is Dust** 7



**Tribal Sorcery — Eldrazi** ♦

Each player sacrifices all colored permanents he or she controls.

*"The emergence of the Eldrazi isn't necessarily a bad thing, as long as you've already lived a fulfilling and complete life without regrets."*

—Javad Nasrin, Ondu relic hunter

—Jason Felix

™ & © 1993-2010 Wizards of the Coast LLC 1/248

**All Is Dust** 7



**Tribal Sorcery — Eldrazi** ♦

Each player sacrifices all colored permanents he or she controls.

*"The emergence of the Eldrazi isn't necessarily a bad thing, as long as you've already lived a fulfilling and complete life without regrets."*

—Javad Nasrin, Ondu relic hunter

—Jason Felix

™ & © 1993-2010 Wizards of the Coast LLC 1/248

**Dismember** 1 Ⓢ Ⓢ



**Instant** Ⓢ

(Ⓢ can be paid with either ♣ or 2 life.)

Target creature gets -5/-5 until end of turn.

*"You serve Phyrexia. Your pieces would better serve Phyrexia elsewhere."*

—Azax-Azog, the Demon Thane

079/249 U  
MM2 • EN • TERSE NIELSEN ™ & © 2015 Wizards of the Coast

**Chalice of the Void** ⓧⓧ



**Artifact** ⚔

Chalice of the Void comes into play with X charge counters on it.

Whenever a player plays a spell with converted mana cost equal to the number of charge counters on Chalice of the Void, counter that spell.

—Mark Zug

™ & © 1993-2003 Wizards of the Coast, Inc. 150/306

**Chalice of the Void** ⓧⓧ



**Artifact** ⚔

Chalice of the Void comes into play with X charge counters on it.

Whenever a player plays a spell with converted mana cost equal to the number of charge counters on Chalice of the Void, counter that spell.

—Mark Zug

™ & © 1993-2003 Wizards of the Coast, Inc. 150/306



**Chalice of the Void** XX



**Artifact**

Chalice of the Void comes into play with X charge counters on it.

Whenever a player plays a spell with converted mana cost equal to the number of charge counters on Chalice of the Void, counter that spell.

—Mark Zug

™ & © 1993–2003 Wizards of the Coast, Inc. 150/306

**Chalice of the Void** XX



**Artifact**

Chalice of the Void comes into play with X charge counters on it.

Whenever a player plays a spell with converted mana cost equal to the number of charge counters on Chalice of the Void, counter that spell.

—Mark Zug

™ & © 1993–2003 Wizards of the Coast, Inc. 150/306

**Expedition Map** 1



**Artifact**

2, , Sacrifice Expedition Map: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library.

*“I use maps to find out where explorers have already been. Then I go the other way.”*  
—Javad Nasrin, Ondu relic hunter

—Franz Vohwinkel

™ & © 1993–2009 Wizards of the Coast LLC 201/249

**Expedition Map** 1



**Artifact**

2, , Sacrifice Expedition Map: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library.

*“I use maps to find out where explorers have already been. Then I go the other way.”*  
—Javad Nasrin, Ondu relic hunter

—Franz Vohwinkel

™ & © 1993–2009 Wizards of the Coast LLC 201/249

**Expedition Map** 1



**Artifact**

2, , Sacrifice Expedition Map: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library.

*“I use maps to find out where explorers have already been. Then I go the other way.”*  
—Javad Nasrin, Ondu relic hunter

—Franz Vohwinkel

™ & © 1993–2009 Wizards of the Coast LLC 201/249

**Expedition Map** 1



**Artifact**

2, , Sacrifice Expedition Map: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library.

*“I use maps to find out where explorers have already been. Then I go the other way.”*  
—Javad Nasrin, Ondu relic hunter

—Franz Vohwinkel

™ & © 1993–2009 Wizards of the Coast LLC 201/249

**Karn, the Great Creator** 4



**Legendary Planeswalker — Karn**

Activated abilities of artifacts your opponents control can't be activated.

**+1** : Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost.

**-2** : You may choose an artifact card you own from outside the game or in exile, reveal that card, and put it into your hand.

**5**

001/264 R  
WAR•EN • WISNU TAN

™ & © 2019 Wizards of the Coast

**Karn, the Great Creator** 4



**Legendary Planeswalker — Karn**

Activated abilities of artifacts your opponents control can't be activated.

**+1** : Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost.

**-2** : You may choose an artifact card you own from outside the game or in exile, reveal that card, and put it into your hand.

**5**

001/264 R  
WAR•EN • WISNU TAN

™ & © 2019 Wizards of the Coast

**Karn, the Great Creator** 4



**Legendary Planeswalker — Karn**

Activated abilities of artifacts your opponents control can't be activated.

**+1** : Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost.

**-2** : You may choose an artifact card you own from outside the game or in exile, reveal that card, and put it into your hand.

**5**

001/264 R  
WAR•EN • WISNU TAN

™ & © 2019 Wizards of the Coast



**Karn, the Great Creator** 4



27-28 April 2019

**Legendary Planeswalker — Karn**

Activated abilities of artifacts your opponents control can't be activated.

**+1** Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost.

**-2** You may choose an artifact card you own from outside the game or in exile, reveal that card, and put it into your hand.

001/264 R  
WAR • EN • WISNU TAN

™ & © 2019 Wizards of the Coast

**Mind Stone** 2



**Artifact**

☞: Add ♦ to your mana pool.

1, ☞, Sacrifice Mind Stone: Draw a card.

*"What is mana but possibility, an idea not yet given form?"*  
—Jhoira, master artificer

219/249 C  
IMA • EN • ADAM REX

™ & © 2017 Wizards of the Coast

**Mind Stone** 2



**Artifact**

☞: Add ♦ to your mana pool.

1, ☞, Sacrifice Mind Stone: Draw a card.

*"What is mana but possibility, an idea not yet given form?"*  
—Jhoira, master artificer

219/249 C  
IMA • EN • ADAM REX

™ & © 2017 Wizards of the Coast

**Mind Stone** 2



**Artifact**

☞: Add ♦ to your mana pool.

1, ☞, Sacrifice Mind Stone: Draw a card.

*"What is mana but possibility, an idea not yet given form?"*  
—Jhoira, master artificer

219/249 C  
IMA • EN • ADAM REX

™ & © 2017 Wizards of the Coast

**Ugin, the Ineffable** 6



27-28 April 2019

**Legendary Planeswalker — Ugin**

Colorless spells you cast cost 2 less to cast.

**+1** Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.

**-3** ☞: Destroy target permanent that's one or more colors.

002/264 R  
WAR • EN • DAARKEN

™ & © 2019 Wizards of the Coast

**Ugin, the Ineffable** 6



27-28 April 2019

**Legendary Planeswalker — Ugin**

Colorless spells you cast cost 2 less to cast.

**+1** Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.

**-3** ☞: Destroy target permanent that's one or more colors.

002/264 R  
WAR • EN • DAARKEN

™ & © 2019 Wizards of the Coast

**Crucible of Worlds** 3



**Artifact**

You may play land cards from your graveyard as though they were in your hand.

*Amidst the darkest ashes grow the strongest seeds.*

—Ron Spencer

006/205 M  
EMN • EN • JAIME JONES

™ & © 2016 Wizards of the Coast

**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.*

13/13

006/205 M  
EMN • EN • JAIME JONES

™ & © 2016 Wizards of the Coast

**Ensnaring Bridge** 3



**Artifact**

Creatures with power greater than the number of cards in your hand can't attack.

*"Why build a bridge that needs to be guarded?"*  
—Elvish champion

—Ron Spencer

006/205 M  
EMN • EN • JAIME JONES

™ & © 2016 Wizards of the Coast



## 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

© &amp; 1993-2012 Wizards of the Coast LLC 130/158

## Liquimetal Coating

2



## Artifact

**☞**: Target permanent becomes an artifact in addition to its other types until end of turn.

*"They'll soon become accustomed to wearing skin that is not their own."*  
—Elesh Norn, Grand Cenobite

Johann Bodin

© &amp; 1993-2010 Wizards of the Coast LLC 171/249

## Mycosynth Lattice

6



## Artifact

All permanents are artifacts in addition to their other types.  
All cards that aren't in play, spells, and permanents are colorless.  
Players may spend mana as though it were mana of any color.

Anthony S. Waters

© &amp; 1993-2004 Wizards of the Coast, Inc. 130/165

## Relic of Progenitus

1



## Artifact

**☞**: Target player removes a card in his or her graveyard from the game.

**1**, Remove Relic of Progenitus from the game. Remove all graveyards from the game. Draw a card.

*Elves believe the hydra-god Progenitus sleeps beneath Naya, feeding on forgotten magics.*

Jean-Sébastien Rossbach

© &amp; 1993-2008 Wizards of the Coast, Inc. 218/249

## Spatial Contortion

1



## Instant

(**◇** represents colorless mana.)

Target creature gets +3/-3 until end of turn.

*"For those without the Planeswalker spark, the merest touch of the Blind Eternities can kill."*  
—Ugin

008/184 U  
OGW • EN • DAARKEN

™ &amp; © 2016 Wizards of the Coast

## Spatial Contortion

1



## Instant

(**◇** represents colorless mana.)

Target creature gets +3/-3 until end of turn.

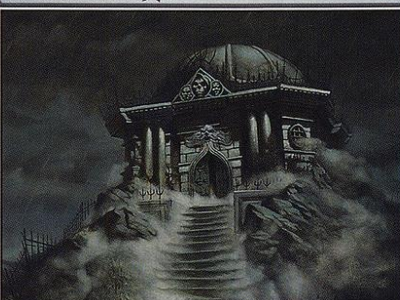
*"For those without the Planeswalker spark, the merest touch of the Blind Eternities can kill."*  
—Ugin

008/184 U  
OGW • EN • DAARKEN

™ &amp; © 2016 Wizards of the Coast

## Tormod's Crypt

0



## Artifact

M15

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

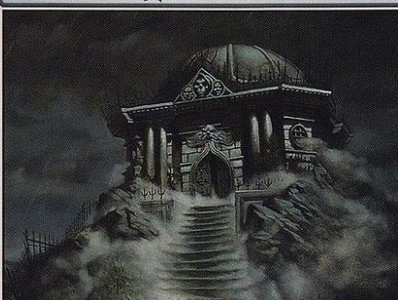
*Dominaria's most extravagant crypt nevertheless holds an empty grave.*

237/269 U  
M15 • EN • LARS GRANT-WEST

™ &amp; © 2014 Wizards of the Coast

## Tormod's Crypt

0



## Artifact

M15

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

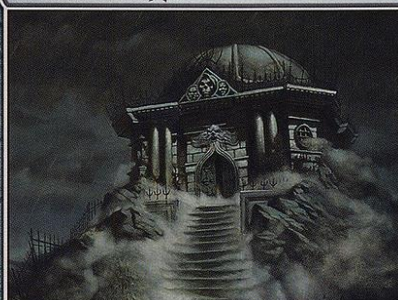
*Dominaria's most extravagant crypt nevertheless holds an empty grave.*

237/269 U  
M15 • EN • LARS GRANT-WEST

™ &amp; © 2014 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

™ &amp; © 2014 Wizards of the Coast



**Warping Wail** 1 ♦



**Instant**

(♦ represents colorless mana.)

Choose one —

- Exile target creature with power or toughness 1 or less.
- Counter target sorcery spell.
- Put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add ♦ to your mana pool."

012/184 U  
OGW • EN JASON FELIX

™ & © 2016 Wizards of the Coast

**Warping Wail** 1 ♦



**Instant**

(♦ represents colorless mana.)

Choose one —

- Exile target creature with power or toughness 1 or less.
- Counter target sorcery spell.
- Put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add ♦ to your mana pool."

012/184 U  
OGW • EN JASON FELIX

™ & © 2016 Wizards of the Coast

**Wurmcoil Engine** 6



**Artifact Creature — Wurm**

Deathtouch, lifelink

When Wurmcoil Engine is put into a graveyard from the battlefield, put a 3/3 colorless Wurm artifact creature token with deathtouch and a 3/3 colorless Wurm artifact creature token with lifelink onto the battlefield.

6/6

Raymond Swanland

™ & © 1993–2010 Wizards of the Coast LLC 228/249