

### Botanical Sanctum



Land

Botanical Sanctum enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♣ or ♠ to your mana pool.

*Life inspires technology, which expands life's domain.*

244/264 R  
KLD • EN • CHRISTINE CHOI

### Botanical Sanctum



Land

Botanical Sanctum enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♣ or ♠ to your mana pool.

*Life inspires technology, which expands life's domain.*

244/264 R  
KLD • EN • CHRISTINE CHOI

### Breeding Pool



Land — Forest Island

(☞: Add ♣ or ♠.)

As Breeding Pool enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

*"One beginning, many paths."*  
—Vannifar

246/259 R  
RNA • EN • JENN RAVENNA

### 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

244/264 R  
KLD • EN • CHRISTINE CHOI

### 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

### Hallowed Fountain



Land — Plains Island

(☞: Add \* or ♠.)

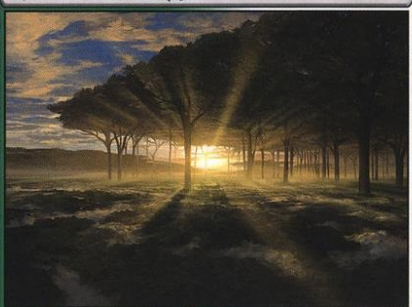
As Hallowed Fountain enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

*The ever-watchful center of a growing web of eyes.*

251/259 R  
RNA • EN • JEDD CHEVRIER



# Horizon Canopy



Land



☞, Pay 1 life: Add ♣ or ✱ to your mana pool.

1, ☞, Sacrifice Horizon Canopy: Draw a card.

*The day is born within its branches.*

240/249 R  
IMA • EN • NOAH BRADLEY  
™ & © 2017 Wizards of the Coast

# 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  
™ & © 1993-2009 Wizards of the Coast LLC 220/249

# 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  
™ & © 1993-2009 Wizards of the Coast LLC 220/249

# Moorland Haunt



Land



☞: Add 1 to your mana pool.  
✱, ☞, Exile a creature card from your graveyard: Put a 1/1 white Spirit creature token with flying onto the battlefield.

James Paick  
™ & © 1993-2011 Wizards of the Coast LLC 244/264

# Snow-Covered Forest



Basic Snow Land — Forest



Jim Nelson  
™ & © 1993-2006 Wizards of the Coast, Inc. 155/155

# Snow-Covered Island



Land



☞: Add ♠ to your mana pool.

Illus. Anson Maddocks  
© 1993 Wizards of the Coast, Inc. All rights reserved.

# Snow-Covered Plains



Land



☞: Add ✱ to your mana pool.

Illus. Christopher Rush  
© 1993 Wizards of the Coast, Inc. All rights reserved.

# Temple Garden



Land — Forest Plains



(☞: Add ♣ or ✱ to your mana pool.)  
As Temple Garden comes into play, you may pay 2 life. If you don't, Temple Garden comes into play tapped instead.

Rob Alexander  
™ & © 1993-2005 Wizards of the Coast, Inc. 284/306

# Waterlogged Grove



Land



☞, Pay 1 life: Add ♣ or ♠.  
1, ☞, Sacrifice Waterlogged Grove: Draw a card.

*The trees pull water from deep underground, filling the forest for miles.*

249/254 R  
MH1 • EN • JOHN AYON  
™ & © 2019 Wizards of the Coast



**Waterlogged Grove**



Land

☞, Pay 1 life: Add ♣ or ♠.

1, ☞, Sacrifice Waterlogged Grove: Draw a card.

*The trees pull water from deep underground, filling the forest for miles.*

249/254 R  
MH1 • EN • JOHN AVON

**Waterlogged Grove**



Land

☞, Pay 1 life: Add ♣ or ♠.

1, ☞, Sacrifice Waterlogged Grove: Draw a card.

*The trees pull water from deep underground, filling the forest for miles.*

249/254 R  
MH1 • EN • JOHN AVON

**Windswept Heath**



Land

☞, Pay 1 life, Sacrifice Windswept Heath: Search your library for a Forest or Plains card and put it onto the battlefield. Then shuffle your library.

*Where dragons once roared, their bones now keen.*

248/269 R  
KTK • EN • YEONG-HAO HAN

**Deputy of Detention** 1\*☞



19-20 January 2019

Creature — Vedalken Wizard

When Deputy of Detention enters the battlefield, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until Deputy of Detention leaves the battlefield.

1/3

165/259 R  
RNA • EN • G-HOST LEE

**Deputy of Detention** 1\*☞



19-20 January 2019

Creature — Vedalken Wizard

When Deputy of Detention enters the battlefield, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until Deputy of Detention leaves the battlefield.

1/3

165/259 R  
RNA • EN • G-HOST LEE

**Deputy of Detention** 1\*☞



19-20 January 2019

Creature — Vedalken Wizard

When Deputy of Detention enters the battlefield, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until Deputy of Detention leaves the battlefield.

1/3

165/259 R  
RNA • EN • G-HOST LEE

**Drogskol Captain** 1\*☞



Creature — Spirit Soldier

Flying

Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)

*Dead or alive, true leaders can inspire an entire army.*

2/2

Peter Mohrbacher

**Drogskol Captain** 1\*☞



Creature — Spirit Soldier

Flying

Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)

*Dead or alive, true leaders can inspire an entire army.*

2/2

Peter Mohrbacher

**Drogskol Captain** 1\*☞



Creature — Spirit Soldier

Flying

Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)

*Dead or alive, true leaders can inspire an entire army.*

2/2

Peter Mohrbacher



**Drogskol Captain** 1



**Creature — Spirit Soldier**

Flying

Other Spirit creatures you control get +1/+1 and have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Dead or alive, true leaders can inspire an entire army.

Peter Mohrbacher 2/2

022/280 R M20 • EN • JOHANN BODEN

**Hanged Executioner** 2



**Creature — Spirit**

Flying

When Hanged Executioner enters the battlefield, create a 1/1 white Spirit creature token with flying.

3, Exile Hanged Executioner: Exile target creature.

1/1

022/280 R M20 • EN • JOHANN BODEN

**Kira, Great Glass-Spinner** 1



**Legendary Creature — Spirit**

Flying

Creatures you control have "Whenever this creature becomes the target of a spell or ability for the first time in a turn, counter that spell or ability."

Each spell is an intricate tapestry, and Kira is the great unraveler.

Kev Walker 2/2

022/280 R M20 • EN • JOHANN BODEN

**Mausoleum Wanderer**



**Creature — Spirit**

Flying

Whenever another Spirit enters the battlefield under your control, Mausoleum Wanderer gets +1/+1 until end of turn.

Sacrifice Mausoleum Wanderer: Counter target instant or sorcery spell unless its controller pays X, where X is Mausoleum Wanderer's power.

1/1

069/205 R EMN • EN • KIERAN YANNER

**Mausoleum Wanderer**



**Creature — Spirit**

Flying

Whenever another Spirit enters the battlefield under your control, Mausoleum Wanderer gets +1/+1 until end of turn.

Sacrifice Mausoleum Wanderer: Counter target instant or sorcery spell unless its controller pays X, where X is Mausoleum Wanderer's power.

1/1

069/205 R EMN • EN • KIERAN YANNER

**Mausoleum Wanderer**



**Creature — Spirit**

Flying

Whenever another Spirit enters the battlefield under your control, Mausoleum Wanderer gets +1/+1 until end of turn.

Sacrifice Mausoleum Wanderer: Counter target instant or sorcery spell unless its controller pays X, where X is Mausoleum Wanderer's power.

1/1

069/205 R EMN • EN • KIERAN YANNER

**Mausoleum Wanderer**



**Creature — Spirit**

Flying

Whenever another Spirit enters the battlefield under your control, Mausoleum Wanderer gets +1/+1 until end of turn.

Sacrifice Mausoleum Wanderer: Counter target instant or sorcery spell unless its controller pays X, where X is Mausoleum Wanderer's power.

1/1

069/205 R EMN • EN • KIERAN YANNER

**Noble Hierarch**



**Creature — Human Druid**

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

: Add , , or to your mana pool.

She protects the sacred groves from blight, drought, and the Unbeholden.

0/1

Mark Zug

069/205 R EMN • EN • KIERAN YANNER

**Noble Hierarch**



**Creature — Human Druid**

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

: Add , , or to your mana pool.

She protects the sacred groves from blight, drought, and the Unbeholden.

0/1

Mark Zug

069/205 R EMN • EN • KIERAN YANNER



**Noble Hierarch** 1



**Creature — Human Druid** 1/1

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

☾: Add ♣, ✱, or ♠ to your mana pool.

*She protects the sacred groves from blight, drought, and the Unbeholden.*

—Mark Zug

0/1

TM & © 1993–2009 Wizards of the Coast, Inc. 87/145

**Noble Hierarch** 1



**Creature — Human Druid** 1/1

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

☾: Add ♣, ✱, or ♠ to your mana pool.

*She protects the sacred groves from blight, drought, and the Unbeholden.*

—Mark Zug

0/1

TM & © 1993–2009 Wizards of the Coast, Inc. 87/145

**Phantasmal Image** 1



**Creature — Illusion** 1/2

You may have Phantasmal Image enter the battlefield as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it gains "When this creature becomes the target of a spell or ability, sacrifice it."

—Nils Hamm

0/0

TM & © 1993–2011 Wizards of the Coast LLC 72/249

**Phantasmal Image** 1



**Creature — Illusion** 1/2

You may have Phantasmal Image enter the battlefield as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it gains "When this creature becomes the target of a spell or ability, sacrifice it."

—Nils Hamm

0/0

TM & © 1993–2011 Wizards of the Coast LLC 72/249

**Selfless Spirit** 1 ✱



**Creature — Spirit Cleric** 2/1

Flying

Sacrifice Selfless Spirit: Creatures you control gain indestructible until end of turn.

*"There is always more to give."*

040/205 R  
EMN • EN • SEB MCKINNON

TM & © 2016 Wizards of the Coast

**Selfless Spirit** 1 ✱



**Creature — Spirit Cleric** 2/1

Flying

Sacrifice Selfless Spirit: Creatures you control gain indestructible until end of turn.

*"There is always more to give."*

040/205 R  
EMN • EN • SEB MCKINNON

TM & © 2016 Wizards of the Coast

**Spectral Sailor** 1



**Creature — Spirit Pirate** M20

Flash (You may cast this spell any time you could cast an instant.)

Flying

3 ♠: Draw a card.

*"Any ship that sails on these mean seas for long is bound to pick up a ghost or two."*  
—Admiral Beckett Brass

1/1

076/280 U  
M20 • EN • CRISTI BALANESCU

TM & © 2019 Wizards of the Coast

**Spell Queller** 1 ✱



**Creature — Spirit** 2/3

Flash

Flying

When Spell Queller enters the battlefield, exile target spell with converted mana cost 4 or less.

When Spell Queller leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.

189/205 R  
EMN • EN • ADAM PAQUETTE

TM & © 2016 Wizards of the Coast

**Spell Queller** 1 ✱



**Creature — Spirit** 2/3

Flash

Flying

When Spell Queller enters the battlefield, exile target spell with converted mana cost 4 or less.

When Spell Queller leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.

189/205 R  
EMN • EN • ADAM PAQUETTE

TM & © 2016 Wizards of the Coast



**Spell Queller** 1



**Creature — Spirit**

Flash  
Flying

When Spell Queller enters the battlefield, exile target spell with converted mana cost 4 or less.

When Spell Queller leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.

2/3

189/205 R  
EMN • EN ADAM PAQUETTE

**Spell Queller** 1



**Creature — Spirit**

Flash  
Flying

When Spell Queller enters the battlefield, exile target spell with converted mana cost 4 or less.

When Spell Queller leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.

2/3

189/205 R  
EMN • EN ADAM PAQUETTE

**Supreme Phantom** 1



**Creature — Spirit** M19

Flying

Other Spirits you control get +1/+1.

*A king's knowledge does not vanish when the heart stops beating.*

1/3

076/280 R  
M19 • EN ROBBIE TREVINO

**Supreme Phantom** 1



**Creature — Spirit** M19

Flying

Other Spirits you control get +1/+1.

*A king's knowledge does not vanish when the heart stops beating.*

1/3

076/280 R  
M19 • EN ROBBIE TREVINO

**Supreme Phantom** 1



**Creature — Spirit** M19

Flying

Other Spirits you control get +1/+1.

*A king's knowledge does not vanish when the heart stops beating.*

1/3

076/280 R  
M19 • EN ROBBIE TREVINO

**Supreme Phantom** 1



**Creature — Spirit** M19

Flying

Other Spirits you control get +1/+1.

*A king's knowledge does not vanish when the heart stops beating.*

1/3

076/280 R  
M19 • EN ROBBIE TREVINO

**Collected Company** 3



**Instant**

Look at the top six cards of your library. Put up to two creature cards with converted mana cost 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

*Many can stand where one would fall.*

177/264 R  
DTK • EN FRANZ VOHWINKEL

**Collected Company** 3



**Instant**

Look at the top six cards of your library. Put up to two creature cards with converted mana cost 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

*Many can stand where one would fall.*

177/264 R  
DTK • EN FRANZ VOHWINKEL

**Collected Company** 3



**Instant**

Look at the top six cards of your library. Put up to two creature cards with converted mana cost 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

*Many can stand where one would fall.*

177/264 R  
DTK • EN FRANZ VOHWINKEL



**Collected Company** 3



**Instant**

Look at the top six cards of your library. Put up to two creature cards with converted mana cost 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

*Many can stand where one would fall.*

177/264 R  
DTK • EN • FRANZ VOHWINKEL

**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

**Æther Vial** 1



**Artifact**

At the beginning of your upkeep, you may put a charge counter on Æther Vial.

• You may put a creature card with converted mana cost equal to the number of charge counters on Æther Vial from your hand into play.

Greg Hildebrandt

**Æther Vial** 1



**Artifact**

At the beginning of your upkeep, you may put a charge counter on Æther Vial.

• You may put a creature card with converted mana cost equal to the number of charge counters on Æther Vial from your hand into play.

Greg Hildebrandt

**Æther Vial** 1



**Artifact**

At the beginning of your upkeep, you may put a charge counter on Æther Vial.

• You may put a creature card with converted mana cost equal to the number of charge counters on Æther Vial from your hand into play.

Greg Hildebrandt

**Collector Ouphe** 1



**Creature — Ouphe**

Activated abilities of artifacts can't be activated.

*"He steals power from treasure after treasure, and what does it do for the ouphe? Nothing."*  
—Jhoira

2/2

158/254 R  
MH1 • EN • FILIP BURBURAN

**Collector Ouphe** 1



**Creature — Ouphe**

Activated abilities of artifacts can't be activated.

*"He steals power from treasure after treasure, and what does it do for the ouphe? Nothing."*  
—Jhoira

2/2

158/254 R  
MH1 • EN • FILIP BURBURAN

**Collector Ouphe** 1



**Creature — Ouphe**

Activated abilities of artifacts can't be activated.

*"He steals power from treasure after treasure, and what does it do for the ouphe? Nothing."*  
—Jhoira

2/2

158/254 R  
MH1 • EN • FILIP BURBURAN



**Damping Sphere** 2



**Artifact**

If a land is tapped for two or more mana, it produces  $\diamond$  instead of any other type and amount.

Each spell a player casts costs **1** more to cast for each other spell that player has cast this turn.

*A Thran relic, it has spent ten thousand years doing absolutely nothing.*

213/269 U  
DOM • EN ADAM PAQUETTE

**Damping Sphere** 2



**Artifact**

If a land is tapped for two or more mana, it produces  $\diamond$  instead of any other type and amount.

Each spell a player casts costs **1** more to cast for each other spell that player has cast this turn.

*A Thran relic, it has spent ten thousand years doing absolutely nothing.*

213/269 U  
DOM • EN ADAM PAQUETTE

**Damping Sphere** 2



**Artifact**

If a land is tapped for two or more mana, it produces  $\diamond$  instead of any other type and amount.

Each spell a player casts costs **1** more to cast for each other spell that player has cast this turn.

*A Thran relic, it has spent ten thousand years doing absolutely nothing.*

213/269 U  
DOM • EN ADAM PAQUETTE

**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

**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

**Knight of Autumn** 1



**Creature — Dryad Knight**

When Knight of Autumn enters the battlefield, choose one —

- Put two +1/+1 counters on Knight of Autumn.
- Destroy target artifact or enchantment.
- You gain 4 life.

2/1

183/259 R  
GRN • EN RYAN PANCOAST

**Rest in Peace** 1



**Enchantment**

When Rest in Peace enters the battlefield, exile all cards from all graveyards.

If a card or token would be put into a graveyard from anywhere, exile it instead.

*Some corpses the Golgari cannot claim. Some souls the Orzhov cannot shackle.*

Terese Nielsen

TM & © 2012 Wizards of the Coast 18/274

**Rest in Peace** 1



**Enchantment**

When Rest in Peace enters the battlefield, exile all cards from all graveyards.

If a card or token would be put into a graveyard from anywhere, exile it instead.

*Some corpses the Golgari cannot claim. Some souls the Orzhov cannot shackle.*

Terese Nielsen

TM & © 2012 Wizards of the Coast 18/274

**Rest in Peace** 1



**Enchantment**

When Rest in Peace enters the battlefield, exile all cards from all graveyards.

If a card or token would be put into a graveyard from anywhere, exile it instead.

*Some corpses the Golgari cannot claim. Some souls the Orzhov cannot shackle.*

Terese Nielsen

TM & © 2012 Wizards of the Coast 18/274



**Teferi, Time Raveler** 1\*



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.

4

221/264 R  
WARREN CHRIS RALLIS

TM & © 2019 Wizards of the Coast

**Thalia, Guardian of Thraben** 1\*



**Legendary Creature — Human Soldier** 

First strike  
Noncreature spells cost 1 more to cast.  
*"Thraben is our home and I will not see it fall to this unhallowed horde."*

Jana Schirmer & Johannes Voss

2/1

TM & © 1993-2012 Wizards of the Coast LLC 24/158

**Thalia, Guardian of Thraben** 1\*



**Legendary Creature — Human Soldier** 

First strike  
Noncreature spells cost 1 more to cast.  
*"Thraben is our home and I will not see it fall to this unhallowed horde."*

Jana Schirmer & Johannes Voss

2/1

TM & © 1993-2012 Wizards of the Coast LLC 24/158