



Razorverge Thicket



Land

Razorverge Thicket enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♣ or ✱ to your mana pool.

Where the Razor Fields beat back the Tangle, the crowded thicket yields to bright scimitars of grass.

James Paick

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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

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Verdant Catacombs



Land

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

249/249 R
MM3 • EN VANCE KOVACS

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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

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248/269 R
KTK • EN YEONG-HAO HAN

Birds of Paradise



Summon Mana Birds

Flying// Tap to add one mana to your mana pool. This tap may be played as an interrupt.

Illus. © Mark Poole 0/1

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Illus. © Mark Poole 0/1

Devoted Druid



Creature — Elf Druid

☞: Add ♣ to your mana pool.
Put a -1/-1 counter on Devoted Druid:
Untap Devoted Druid.

"Mana lurks in all things, even in the depths of one's own heart."

Darrell Riche 0/2

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Duskwatch Recruiter 1



Creature — Human Warrior Werewolf

2 ♣: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

At the beginning of each upkeep, if no spells were cast last turn, transform Duskwatch Recruiter.

3/3 2/2

203/297 U
SO1 • EN CRAIG I SPEARING TM & © 2016 Wizards of the Coast

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3/3 2/2

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Krallenhorde Howler



Creature — Werewolf

Creature spells you cast cost 1 less to cast.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Krallenhorde Howler.

3/3

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3/3

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Eternal Witness 1



Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

2/1

163/254 U
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2/1

163/254 U
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Giver of Runes



Creature — Kor Cleric

☞: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

She provides marks of protection to those she chooses as family.

1/2

013/254 R
MH1 • EN SEB MCKINNON TM & © 2019 Wizards of the Coast

Giver of Runes



Creature — Kòr Cleric



R: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

She provides marks of protection to those she chooses as family.

1/2

013/254 R
MH1 • EN • SEB MCKINNON

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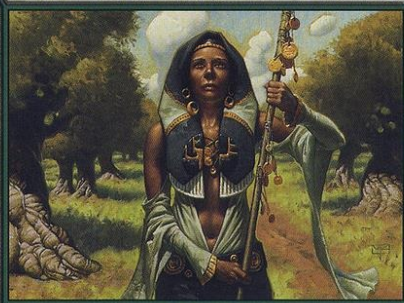
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1/2

013/254 R
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Noble Hierarch



Creature — Human Druid



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

R: Add , , or to your mana pool.

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

0/1

Mark Zug

019/269 R
MH1 • EN • SEB MCKINNON

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019/269 R
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Shalai, Voice of Plenty

3



21-22 April 2018

Legendary Creature — Angel



Flying

You, planeswalkers you control, and other creatures you control have hexproof.

4 : Put a +1/+1 counter on each creature you control.

3/4

019/269 R
DOM • EN • VICTOR ADAME MINGUEZ

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Vizier of Remedies

1



Creature — Human Cleric



If one or more -1/-1 counters would be put on a creature you control, that many -1/-1 counters minus one are put on it instead.

"You'll need all your strength for the trials to come."

2/1

038/269 U
AKH • EN • RANDY GALLEGOS

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038/269 U
AKH • EN • RANDY GALLEGOS

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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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Chord of Calling

X



Instant

M15

Convoke (*Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.*)

Search your library for a creature card with converted mana cost X or less and put it onto the battlefield. Then shuffle your library.

172/269 R
M15 • EN • KARL KOPINSKI

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Chord of Calling

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Instant

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Convoke (*Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.*)

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172/269 R
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™ & © 2014 Wizards of the Coast

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172/269 R
M15 • EN • KARL KOPINSKI

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Eladamri's Call

X



Instant

25

Search your library for a creature card, reveal that card, put it into your hand, then shuffle your library.

Tribal rivalries and petty disputes were laid aside at Eladamri's summons.

203/249 R
A25 • EN • KEY WALKER

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Eladamri's Call

X



Instant

25

Search your library for a creature card, reveal that card, put it into your hand, then shuffle your library.

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203/249 R
A25 • EN • KEY WALKER

™ & © 2018 Wizards of the Coast

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203/249 R
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™ & © 2018 Wizards of the Coast

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203/249 R
A25 • EN • KEY WALKER

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Finale of Devastation  



27-28 April 2019

Sorcery 

Search your library and/or graveyard for a creature card with converted mana cost X or less and put it onto the battlefield. If you search your library this way, shuffle it. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.

Some spells sing a quiet tune. Others roar.

160/264 M
WAR • EN BAYARD WU

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160/264 M
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Incongruity  



Instant

Exile target creature. That creature's controller creates a 3/3 green Frog Lizard creature token.

Sorcery 

Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

226/259 U
RNA • EN MIKE BIEREK

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226/259 U
RNA • EN MIKE BIEREK

Burrenton Forge-Tender 



Creature — Kithkin Wizard 

Protection from red
Sacrifice Burrenton Forge-Tender: Prevent all damage a red source of your choice would deal this turn.

"We are a clachan of smiths. The forge is as comfortable to us as a small fire during a cool winter's evening."

014/249 U
IMA • EN CHUCK LUKACS

1/1

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
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Gaddock Teeg



Legendary Creature — Kithkin Advisor

Noncreature spells with converted mana cost 4 or greater can't be played.
Noncreature spells with ⌘ in their mana costs can't be played.

So great is his wisdom and spirit that many who have met him say that they stood before a giant of a man and talked to the wisest of the four winds.

Greg Staples

2/2

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Greg Staples

2/2

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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 PANCAOST
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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
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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
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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

2/2

100/254 R
MH1 • EN • NICHOLAS GREGORY
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Ravenous Trap 2



Instant — Trap

If an opponent had three or more cards put into his or her graveyard from anywhere this turn, you may pay 0 rather than pay Ravenous Trap's mana cost.
Exile all cards from target player's graveyard.

Cyril Van Der Haegen

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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

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— Terese Nielsen
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Sigarda, Host of Herons 2



Legendary Creature — Angel

Flying, hexproof
Spells and abilities your opponents control can't cause you to sacrifice permanents.

Great devotion yields great reward.

— Chris Rahn
TM & © 1993–2012 Wizards of the Coast LLC 210/241 5/5

Thoughtseize



Sorcery

Target player reveals his or her hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

“Any dream is a robust harvest. Still, I prefer the timeworn dreams, heavy with import, that haunt the obsessive mind.”

— Aleksí Briclór
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Tireless Tracker 2



Creature — Human Scout

Whenever a land enters the battlefield under your control, investigate. *(Put a colorless Clue artifact token onto the battlefield with “2, Sacrifice this artifact: Draw a card.”)*

Whenever you sacrifice a Clue, put a +1/+1 counter on Tireless Tracker.

233/297 R
SO1 • EN • ERIC DESCHAMPS
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