

Arid Mesa



Land

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

— Raymond Swanland
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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
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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
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Fiery Islet



Land

☞, Pay 1 life: Add ♠ or ♣.

1, ☞, Sacrifice Fiery Islet: Draw a card.

Where water is the canvas and lava the paint.

238/254 R
MH1 • EN — RICHARD WRIGHT
™ & © 2019 Wizards of the Coast

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
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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.

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233/269 R
KTK • EN — ANDREAS ROCHA
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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

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

Sacred Foundry



Land — Mountain Plains

(: Add  or  to your mana pool.)

As Sacred Foundry comes into play, you may pay 2 life. If you don't, Sacred Foundry comes into play tapped instead.

Rob Alexander

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Scalding Tarn



Land

, Pay 1 life, Sacrifice Scalding Tarn: Search your library for an Island or Mountain card and put it onto the battlefield. Then shuffle your library.

Philip Straub

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TM & © 1993-2009 Wizards of the Coast LLC 223/249

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Philip Straub

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Snow-Covered Island



Land

: Add  to your mana pool.

Illus. Anson Maddocks

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Snow-Covered Island



Land

: Add  to your mana pool.

Illus. Anson Maddocks

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Snow-Covered Mountain



Land

: Add  to your mana pool.

Illus. Tom Wänerstrand

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Snow-Covered Plains



Land

⚡: Add * to your mana pool.

Illus. Christopher Rush
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Snow-Covered Plains



Land

⚡: Add * to your mana pool.

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Steam Vents



Land — Island Mountain

(⚡: Add ♦ or ♠ to your mana pool.)
As Steam Vents enters the battlefield, you may pay 2 life. If you don't, Steam Vents enters the battlefield tapped.

Crafted with genius, energized with madness.

Yeong-Hao Han
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Steam Vents



Land — Island Mountain

(⚡: Add ♦ or ♠ to your mana pool.)
As Steam Vents enters the battlefield, you may pay 2 life. If you don't, Steam Vents enters the battlefield tapped.

Crafted with genius, energized with madness.

Yeong-Hao Han
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Felidar Guardian 3*



Creature — Cat Beast

When Felidar Guardian enters the battlefield, you may exile another target permanent you control, then return that card to the battlefield under its owner's control.

The loyalty of a felidar is hard won but worth the effort.

1/4

019/184 U
AER • EN JAKUB KASPER
™ & © 2017 Wizards of the Coast

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AER • EN JAKUB KASPER
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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
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2/1

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2/1

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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

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Lightning Bolt 2



Instant

Lightning Bolt deals 3 damage to target creature or player.

The sparkmage shrieked, calling on the rage of the storms of his youth. To his surprise, the sky responded with a fierce energy he'd never thought to see again.

122/249 U
MM2 • EN • CHRISTOPHER MOELLER

™ & © 2015 Wizards of the Coast

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™ & © 2015 Wizards of the Coast

Lightning Helix 2



Instant

Lightning Helix deals 3 damage to target creature or player and you gain 3 life.

*"Rage is not the answer. Rage followed by fitting vengeance is the answer."
—Ajani Goldmane*

204/249 U
1M A • EN • RAYMOND SWANLAND

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Lightning Helix deals 3 damage to target creature or player and you gain 3 life.

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—Ajani Goldmane*

204/249 U
1M A • EN • RAYMOND SWANLAND

™ & © 2017 Wizards of the Coast

Magmatic Sinkhole 5



Instant

Delve (Each card you exile from your graveyard while casting this spell pays for 1.)

Magmatic Sinkhole deals 5 damage to target creature or planeswalker.

Opening like the maw of a hellion, the earth swallowed the traveler whole.

135/254 C
MH1 • EN MARK BEHM

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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

™ & © 2017 Wizards of the Coast

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017/249 U
MM3 • EN TODD LOCKWOOD

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017/249 U
MM3 • EN TODD LOCKWOOD

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Remand 1



Instant

Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.

Draw a card.

For the Azorius, the law can be a physical shield against chaos and anarchy.

055/249 U
MM2 • EN ZOLTAN BOROS

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Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.

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055/249 U
MM2 • EN ZOLTAN BOROS

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Serum Visions



Sorcery

Draw a card.

Scry 2 (Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)

Ben Thompson

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051/249 C
MM3 • EN Vance Kovacs

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Ben Thompson

051/249 C
MM3 • EN Vance Kovacs

Spell Pierce

Instant

Counter target noncreature spell unless its controller pays 2.

"There's a hole in your plan."
—Noyan Dar, Tazeem lullmage

051/249 C
MM3 • EN Vance Kovacs

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Instant

Counter target noncreature spell unless its controller pays 2.

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051/249 C
MM3 • EN Vance Kovacs

Narset, Parter of Veils

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.

5

061/264 U
WAR • EN Magali Villeneuve

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061/264 U
WAR • EN Magali Villeneuve

Saheeli Rai

Planeswalker — Saheeli

+1 Scry 1. Saheeli Rai deals 1 damage to each opponent.

-2 Create a token that's a copy of target artifact or creature you control, except it's an artifact in addition to its other types. That token gains haste. Exile it at the beginning of the next end step.

-7 Search your library for up to three artifact cards with different names, put them onto the battlefield, then shuffle your library.

3

186/264 M
KLD • EN William Murai

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186/264 M
KLD • EN William Murai

Saheeli Rai 1 1 2



Planeswalker — Saheeli

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186/264 M
KLD • EN • WILLIAM MURAI
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186/264 M
KLD • EN • WILLIAM MURAI
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Teferi, Time Raveler 1 * 1



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
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Celestial Purge 1 *



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
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011/249 U
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Damping Sphere 2



Artifact

If a land is tapped for two or more mana, it produces ♦ 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 PADUETTE
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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

Jace, the Mind Sculptor 2



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

057/249 M
EMA • EN JASON CHAN

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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Stony Silence 1



Enchantment

Activated abilities of artifacts can't be activated.

*Let moss grow over gargoyles
—Gavony saying meaning "forget painful memories"*

Wayne England

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Wayne England

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Supreme Verdict 1



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

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Timely Reinforcements 2



Sorcery

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, put three 1/1 white Soldier creature tokens onto the battlefield.

The gods are not always kind, but they do have a soft spot for plucky underdogs.

Tomasz Jedruszek

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Timely Reinforcements

2



Sorcery

M12

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Tomasz Jedruszek

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Vendilion Clique

1



Legendary Creature — Faerie Wizard

Flash

Flying

When Vendilion Clique enters the battlefield, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of his or her library, then draws a card.

Michael Sutfin

TM & © 2013 Wizards of the Coast 70/229

3/1

Wrath of God

2



Sorcery

8

Destroy all creatures.
They can't be regenerated.

038/249 R
EMA • EN KEY WALKER

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