

Arid Mesa



Land

(**C**, 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.

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Blood Crypt



Land — Swamp Mountain

(**C**: Add **U** or **B**.)

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

Life is a show, and death its final performance.

245/259 R
RNA • EN ADAM PAQUETTE
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Bloodstained Mire



Land

(**C**, Pay 1 life, Sacrifice Bloodstained Mire: Search your library for a Swamp or Mountain card and put it onto the battlefield. Then shuffle your library.

Where dragons once triumphed, their bones now molder.

230/269 R
KTK • EN DAARKEN
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Bloodstained Mire



Land

(**C**, Pay 1 life, Sacrifice Bloodstained Mire: Search your library for a Swamp or Mountain card and put it onto the battlefield. Then shuffle your library.

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230/269 R
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230/269 R
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Godless Shrine



Land — Plains Swamp

(**C**: Add **W** or **U** to your mana pool.)

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

Rob Alexander
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Godless Shrine



Land — Plains Swamp

(**C**: Add **W** or **U** to your mana pool.)

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Rob Alexander
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Marsh Flats



Land

(**C**, Pay 1 life, Sacrifice Marsh Flats: Search your library for a Plains or Swamp card and put it onto the battlefield. Then shuffle your library.

239/249 R
MM5 • EN IZZY
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Marsh Flats



Land

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

239/249 R
MM3 • EN • IZZY

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Marsh Flats



Land

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

239/249 R
MM3 • EN • IZZY

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Land

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

239/249 R
MM3 • EN • IZZY

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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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Silent Clearing



Land

☞, Pay 1 life: Add ⬤ or ♠.
1, ☞, Sacrifice Silent Clearing: Draw a card.

The expedition's end began the marsh's story.

246/254 R
MH1 • EN • SEB MCKINNON

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246/254 R
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The expedition's end began the marsh's story.

246/254 R
MH1 • EN • SEB MCKINNON

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Snow-Covered Plains



Land

☞: Add ⬤ to your mana pool.

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Snow-Covered Swamp



Basic Snow Land — Swamp



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Death's Shadow



Creature — Avatar

Death's Shadow gets -X/-X, where X is your life total.
The shadow of the candle looms tall even as its light grows dim.

064/249 R
MM3 • EN • HOWARD LYON

13/13

™ & © 2017 Wizards of the Coast

Death's Shadow



Creature — Avatar

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064/249 R
MM3 • EN • HOWARD LYON

13/13

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Gurmag Angler



Creature — Zombie Fish

Delve (Each card you exile from your graveyard while casting this spell pays for 1.)
If everything in the Gurmag Swamp hungers for human flesh, what bait could be more effective?

102/254 C
UMA • EN • YW TANG

5/5

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Hex Parasite



Artifact Creature — Insect

⊗ ⊕: Remove up to X counters from target permanent. For each counter removed this way, Hex Parasite gets +1/+0 until end of turn. (⊕ can be paid with either ⊗ or 2 life.)
Drawn by power, fueled by conquest.

Raymond Swanland
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1/1

Ranger-Captain of Eos



Creature — Human Soldier

When Ranger-Captain of Eos enters the battlefield, you may search your library for a creature card with converted mana cost 1 or less, reveal it, put it into your hand, then shuffle your library.
Sacrifice Ranger-Captain of Eos: Your opponents can't cast noncreature spells this turn.

021/254 M
MH1 • EN • RYAN PANCOAST

3/3

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021/254 M
MH1 • EN • RYAN PANCOAST

3/3

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3/3

021/254 M
MH1 • EN RYAN PANCAOST

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3/3

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Street Wraith

3



Creature — Wraith



Swampwalk

Cycling—Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

The lamps on Wyndmoor Street snuff themselves at midnight and refuse to relight, afraid to illuminate what lies in the darkness.

3/4

108/249 U
A25 • EN CYRIL VAN DER HAEGEN

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Tidehollow Sculler

**



Artifact Creature — Zombie



When Tidehollow Sculler comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game.

When Tidehollow Sculler leaves play, return the removed card to its owner's hand.

2/2

rk post

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rk post **2/2**

008/012 P FNM FNM • EN ALEX KONSTAD™ & © 2017 Wizards of the Coast

Fatal Push 



Instant 

Destroy target creature if it has converted mana cost 2 or less.

Revolt — Destroy that creature if it has converted mana cost 4 or less instead if a permanent you controlled left the battlefield this turn.

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Inquisition of Kozilek 



Sorcery 

Target player reveals his or her hand. You choose a nonland card from it with converted mana cost 3 or less. That player discards that card.

After the awakening of the Eldrazi, some vampires took it upon themselves to remind the others where their loyalty should lie.

075/249 U MM3 • EN VOLKAN BAGA™ & © 2017 Wizards of the Coast

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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

Path to Exile 



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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.

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Temur Battle Rage 



Instant 

Target creature gains double strike until end of turn. *(It deals both first-strike and regular combat damage.)*

Ferocious — That creature also gains trample until end of turn if you control a creature with power 4 or greater.

116/185 C
FRF • EN • JAIME JONES

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116/185 C
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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."

Aleksis Briclor

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Uncarth 



Sorcery 

Choose target creature card in your graveyard with total casting cost 3 or less and put that creature into play.

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)*

Illus. Hazeltine

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Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)*

Illus. Hazeltine

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Mishra's Bauble 0



Artifact

☞, Sacrifice Mishra's Bauble: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

"Arcum is a babbling fool! Phyrexian technology is our greatest blessing. Take this delightful trinket for instance..."
—Heidar, Rimewind master

Chippy
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Nihil Spellbomb 1



Artifact

☞, Sacrifice Nihil Spellbomb: Exile all cards from target player's graveyard.

When Nihil Spellbomb is put into a graveyard from the battlefield, you may pay ☞. If you do, draw a card.

226/249 C
A25 • EN • FRANZ VOHWINKEL
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Nihil Spellbomb 1



Artifact

☞, Sacrifice Nihil Spellbomb: Exile all cards from target player's graveyard.

When Nihil Spellbomb is put into a graveyard from the battlefield, you may pay ☞. If you do, draw a card.

226/249 C
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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
MM2 • EN • DAVID PALUMBO
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Fulminator Mage 1



Creature — Elemental Shaman

Sacrifice Fulminator Mage: Destroy target nonbasic land.

"Burn, suffer, and trouble me no more."

2/2

215/254 R
UMA • EN • LUCAS GRACIANO
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Creature — Elemental Shaman

Sacrifice Fulminator Mage: Destroy target nonbasic land.

"Burn, suffer, and trouble me no more."

2/2

215/254 R
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Kolaghan's Command 1



Instant

Choose two —

- Return target creature card from your graveyard to your hand.
- Target player discards a card.
- Destroy target artifact.
- Kolaghan's Command deals 2 damage to target creature or player.

224/264 R
DTK • EN • DAARKEN

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Leyline of the Void 2



Enchantment

If Leyline of the Void is in your opening hand, you may begin the game with it on the battlefield.

If a card would be put into an opponent's graveyard from anywhere, exile it instead.

Rob Alexander

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Liliana of the Veil 1



Legendary Planeswalker — Liliana

+1 : Each player discards a card.

-2 : Target player sacrifices a creature.

-6 : Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

104/254 M
UMA • EN • STEVE ARGYLE

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Liliana, the Last Hope 1



Planeswalker — Liliana

+1 : Up to one target creature gets -2/-1 until your next turn.

-2 : Put the top two cards of your library into your graveyard, then you may return a creature card from your graveyard to your hand.

-7 : You get an emblem with "At the beginning of your end step, put X 2/2 black Zombie creature tokens onto the battlefield, where X is two plus the number of Zombies you control."

093/205 M
EMN • EN • ANNA STEINBAUER

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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

100/254 R
MH1 • EN • NICHOLAS GREGORY

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100/254 R
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Destroy target artifact.

Dredge 1 (If you would draw a card, instead you may put exactly one card from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

Pricy baubles are no match for cheap tricks.

146/254 C
MH1 • EN LINDSEY LOOK

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Tear



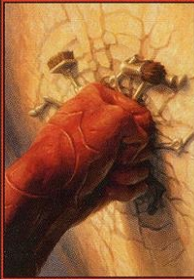
Instant

Destroy target enchantment.

es of this card from your hand.)

— Ryan Pancoast
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12



Instant

Destroy target artifact.

Fuse (You may cast one or both

— Ryan Pancoast
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Tear



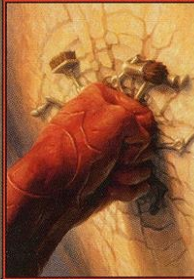
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