

Blackcleave Cliffs



Land

Blackcleave Cliffs enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ☞ or ☞ to your mana pool.

Where the Oxidda Chain mingles with the Mephidross, oil-suffused metal crumbles away, leaving walls of blackened bones.

— Dave Kendall

™ & © 1993–2010 Wizards of the Coast LLC 224/249

Blackcleave Cliffs



Land

Blackcleave Cliffs enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ☞ or ☞ to your mana pool.

Where the Oxidda Chain mingles with the Mephidross, oil-suffused metal crumbles away, leaving walls of blackened bones.

— Dave Kendall

™ & © 1993–2010 Wizards of the Coast LLC 224/249

Blackcleave Cliffs



Land

Blackcleave Cliffs enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ☞ or ☞ to your mana pool.

Where the Oxidda Chain mingles with the Mephidross, oil-suffused metal crumbles away, leaving walls of blackened bones.

— Dave Kendall

™ & © 1993–2010 Wizards of the Coast LLC 224/249

Blackcleave Cliffs



Land

Blackcleave Cliffs enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ☞ or ☞ to your mana pool.

Where the Oxidda Chain mingles with the Mephidross, oil-suffused metal crumbles away, leaving walls of blackened bones.

— Dave Kendall

™ & © 1993–2010 Wizards of the Coast LLC 224/249

Blood Crypt



Land — Swamp Mountain

(☞: Add ☞ or ☞.)

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

™ & © 2019 Wizards of the Coast

Blood Crypt



Land — Swamp Mountain

(☞: Add ☞ or ☞.)

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

™ & © 2019 Wizards of the Coast

Bloodstained Mire



Land

☞, 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

™ & © 2014 Wizards of the Coast

Bloodstained Mire



Land

☞, 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

™ & © 2014 Wizards of the Coast

Bloodstained Mire



Land

☞, 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

™ & © 2014 Wizards of the Coast

Bloodstained Mire



Land

☞, 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

™ & © 2014 Wizards of the Coast

Mountain



Basic Land Mountain

John Avon

™ & © 1993-2009 Wizards of the Coast LLC 242/249

Mountain



Basic Land Mountain

John Avon

™ & © 1993-2009 Wizards of the Coast LLC 242/249

Stomping Ground



Land — Mountain Forest

(☞: Add ☞ or ☙.)

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

*"What we begin, the End-Raze will finish. Then we will dance in Ravnic's rubble."
—Nikya of the Old Ways*

259/259 R
RNA • EN • JAMES PAICK

™ & © 2019 Wizards of the Coast

Stomping Ground



Land — Mountain Forest

(☞: Add ☞ or ☙.)

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

*"What we begin, the End-Raze will finish. Then we will dance in Ravnic's rubble."
—Nikya of the Old Ways*

259/259 R
RNA • EN • JAMES PAICK

™ & © 2019 Wizards of the Coast

Swamp



Basic Land Swamp

Jung Park

™ & © 1993-2009 Wizards of the Coast LLC 239/249

Wooded Foothills



Land

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

Where dragons' breath once burned, their bones now freeze.

249/269 R
KTK • EN • JONAS DE RO

™ & © 2014 Wizards of the Coast

Wooded Foothills



Land

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

Where dragons' breath once burned, their bones now freeze.

249/269 R
KTK • EN • JONAS DE RO

™ & © 2014 Wizards of the Coast

Wooded Foothills



Land

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

Where dragons' breath once burned, their bones now freeze.

249/269 R
KTK • EN • JONAS DE RO

™ & © 2014 Wizards of the Coast

Wooded Foothills



Land

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

Where dragons' breath once burned, their bones now freeze.

249/269 R
KTK • EN • JONAS DE RO

™ & © 2014 Wizards of the Coast

Ball Lightning



Creature — Elemental

Trample, haste

At the beginning of the end step, sacrifice Ball Lightning.

The most frightening storms are those not woven by nature's hand.

6/1

121/249 R
A25 • EN • TREVOR CLAXTON

™ & © 2018 Wizards of the Coast

Bloodrage Brawler



Creature — Minotaur Warrior

When Bloodrage Brawler enters the battlefield, discard a card.

To Hazoret, those who fight for her are her beloved children.

4/3

121/269 U
AKH • EN • LARS GRANT-WEST

™ & © 2017 Wizards of the Coast

Bloodrage Brawler



Creature — Minotaur Warrior

When Bloodrage Brawler enters the battlefield, discard a card.

To Hazoret, those who fight for her are her beloved children.

4/3

121/269 U
AKH • EN • LARS GRANT-WEST

™ & © 2017 Wizards of the Coast

Burning-Tree Emissary



Creature — Human Shaman

When Burning-Tree Emissary enters the battlefield, add to your mana pool.

Those who regard the Gruul as savage simpletons underestimate the subtle power of their shamans.

2/2

— Izzy

™ & © 2017 Wizards of the Coast 316/239

Burning-Tree Emissary



Creature — Human Shaman

When Burning-Tree Emissary enters the battlefield, add to your mana pool.

Those who regard the Gruul as savage simpletons underestimate the subtle power of their shamans.

2/2

— Izzy

™ & © 2017 Wizards of the Coast 316/239

Burning-Tree Emissary



Creature — Human Shaman

When Burning-Tree Emissary enters the battlefield, add to your mana pool.

Those who regard the Gruul as savage simpletons underestimate the subtle power of their shamans.

2/2

— Izzy

™ & © 2017 Wizards of the Coast 316/239

Burning-Tree Emissary



Creature — Human Shaman

When Burning-Tree Emissary enters the battlefield, add to your mana pool.

Those who regard the Gruul as savage simpletons underestimate the subtle power of their shamans.

2/2

— Izzy

™ & © 2017 Wizards of the Coast 316/239

Flamekin Harbinger



Creature — Elemental Shaman

When Flamekin Harbinger enters the battlefield, you may search your library for an Elemental card, reveal it, then shuffle your library and put that card on top of it.

1/1

— Steve Prescott

™ & © 2017 Wizards of the Coast 316/239

Flamekin Harbinger



Creature — Elemental Shaman

When Flamekin Harbinger enters the battlefield, you may search your library for an Elemental card, reveal it, then shuffle your library and put that card on top of it.

Steve Prescott

1/1

Flamekin Harbinger



Creature — Elemental Shaman

When Flamekin Harbinger enters the battlefield, you may search your library for an Elemental card, reveal it, then shuffle your library and put that card on top of it.

Steve Prescott

1/1

Flamekin Harbinger



Creature — Elemental Shaman

When Flamekin Harbinger enters the battlefield, you may search your library for an Elemental card, reveal it, then shuffle your library and put that card on top of it.

Steve Prescott

1/1

Insolent Neonate



Creature — Vampire

Menace (This creature can't be blocked except by two or more creatures.)
Discard a card, Sacrifice Insolent Neonate: Draw a card.
"Manners are for mortals."

168/297 C
SOI • EN • DERUCHENKO ALEXANDER

1/1

Insolent Neonate



Creature — Vampire

Menace (This creature can't be blocked except by two or more creatures.)
Discard a card, Sacrifice Insolent Neonate: Draw a card.
"Manners are for mortals."

168/297 C
SOI • EN • DERUCHENKO ALEXANDER

1/1

Insolent Neonate



Creature — Vampire

Menace (This creature can't be blocked except by two or more creatures.)
Discard a card, Sacrifice Insolent Neonate: Draw a card.
"Manners are for mortals."

168/297 C
SOI • EN • DERUCHENKO ALEXANDER

1/1

Insolent Neonate



Creature — Vampire

Menace (This creature can't be blocked except by two or more creatures.)
Discard a card, Sacrifice Insolent Neonate: Draw a card.
"Manners are for mortals."

168/297 C
SOI • EN • DERUCHENKO ALEXANDER

1/1

Lightning Skelemental



Creature — Elemental Skeleton

Trample, haste
Whenever Lightning Skelemental deals combat damage to a player, that player discards two cards.
At the beginning of the end step, sacrifice Lightning Skelemental.

208/254 R
MH1 • EN • NICHOLAS GREGORY

6/1

Lightning Skelemental



Creature — Elemental Skeleton

Trample, haste
Whenever Lightning Skelemental deals combat damage to a player, that player discards two cards.
At the beginning of the end step, sacrifice Lightning Skelemental.

208/254 R
MH1 • EN • NICHOLAS GREGORY

6/1

Lightning Skelemental 2 2



Creature — Elemental Skeleton

Trample, haste

Whenever Lightning Skelemental deals combat damage to a player, that player discards two cards.

At the beginning of the end step, sacrifice Lightning Skelemental.

208/254 R
MH1 • EN • NICHOLAS GREGORY

6/1

TM & © 2019 Wizards of the Coast

Lightning Skelemental 2 2



Creature — Elemental Skeleton

Trample, haste

Whenever Lightning Skelemental deals combat damage to a player, that player discards two cards.

At the beginning of the end step, sacrifice Lightning Skelemental.

208/254 R
MH1 • EN • NICHOLAS GREGORY

6/1

TM & © 2019 Wizards of the Coast

Memnite 0



Artifact Creature — Construct

Reminders of Memnarch's reign still skirr across Mirrodin, reminiscent of his form if not his power.

Svetlin Velinov

1/1

TM & © 1993-2010 Wizards of the Coast LLC 174/249

Memnite 0



Artifact Creature — Construct

Reminders of Memnarch's reign still skirr across Mirrodin, reminiscent of his form if not his power.

Svetlin Velinov

1/1

TM & © 1993-2010 Wizards of the Coast LLC 174/249

Memnite 0



Artifact Creature — Construct

Reminders of Memnarch's reign still skirr across Mirrodin, reminiscent of his form if not his power.

Svetlin Velinov

1/1

TM & © 1993-2010 Wizards of the Coast LLC 174/249

Memnite 0



Artifact Creature — Construct

Reminders of Memnarch's reign still skirr across Mirrodin, reminiscent of his form if not his power.

Svetlin Velinov

1/1

TM & © 1993-2010 Wizards of the Coast LLC 174/249

Reckless Bushwhacker 2 2



Creature — Goblin Warrior Ally

Surge 1 2 (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)

Haste

When Reckless Bushwhacker enters the battlefield, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.

116/184 U
OGW • EN • KIERAN YANNER

2/1

TM & © 2016 Wizards of the Coast

Reckless Bushwhacker 2 2



Creature — Goblin Warrior Ally

Surge 1 2 (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)

Haste

When Reckless Bushwhacker enters the battlefield, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.

116/184 U
OGW • EN • KIERAN YANNER

2/1

TM & © 2016 Wizards of the Coast

Reckless Bushwhacker 2 2



Creature — Goblin Warrior Ally

Surge 1 2 (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)

Haste

When Reckless Bushwhacker enters the battlefield, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.

116/184 U
OGW • EN • KIERAN YANNER

2/1

TM & © 2016 Wizards of the Coast

Thunderkin Awakener 1



Creature — Elemental Shaman M20

Haste
Whenever Thunderkin Awakener attacks, choose target Elemental creature card in your graveyard with toughness less than Thunderkin Awakener's toughness. Return that card to the battlefield tapped and attacking. Sacrifice it at the beginning of the next end step.

162/280 R
M20 • EN • YONGJAE CHOI

1/2

™ & © 2019 Wizards of the Coast

Thunderkin Awakener 1



Creature — Elemental Shaman M20

Haste
Whenever Thunderkin Awakener attacks, choose target Elemental creature card in your graveyard with toughness less than Thunderkin Awakener's toughness. Return that card to the battlefield tapped and attacking. Sacrifice it at the beginning of the next end step.

162/280 R
M20 • EN • YONGJAE CHOI

1/2

™ & © 2019 Wizards of the Coast

Thunderkin Awakener 1



Creature — Elemental Shaman M20

Haste
Whenever Thunderkin Awakener attacks, choose target Elemental creature card in your graveyard with toughness less than Thunderkin Awakener's toughness. Return that card to the battlefield tapped and attacking. Sacrifice it at the beginning of the next end step.

162/280 R
M20 • EN • YONGJAE CHOI

1/2

™ & © 2019 Wizards of the Coast

Vengevine 2



Creature — Elemental

Haste
Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return Vengevine from your graveyard to the battlefield.
Leave but a shred of root and it will return, bursting with vigor.

Raymond Swanland

4/3

™ & © 1993, 2010 Wizards of the Coast LLC 212/748

Vengevine 2



Creature — Elemental

Haste
Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return Vengevine from your graveyard to the battlefield.
Leave but a shred of root and it will return, bursting with vigor.

Raymond Swanland

4/3

™ & © 1993, 2010 Wizards of the Coast LLC 212/748

Vengevine 2



Creature — Elemental

Haste
Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return Vengevine from your graveyard to the battlefield.
Leave but a shred of root and it will return, bursting with vigor.

Raymond Swanland

4/3

™ & © 1993, 2010 Wizards of the Coast LLC 212/748

Vengevine 2



Creature — Elemental

Haste
Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return Vengevine from your graveyard to the battlefield.
Leave but a shred of root and it will return, bursting with vigor.

Raymond Swanland

4/3

™ & © 1993, 2010 Wizards of the Coast LLC 212/748

Faithless Looting



Sorcery

Draw two cards, then discard two cards.
Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)
"Avacyn has abandoned us! We have nothing left except what we can take!"

128/254 C
UMA • EN • GABOR SZIKSZAI

™ & © 2018 Wizards of the Coast

Faithless Looting



Sorcery

Draw two cards, then discard two cards.
Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)
"Avacyn has abandoned us! We have nothing left except what we can take!"

128/254 C
UMA • EN • GABOR SZIKSZAI

™ & © 2018 Wizards of the Coast

Faithless Looting 2



Sorcery 

Draw two cards, then discard two cards.

Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

"Avacyn has abandoned us! We have nothing left except what we can take!"

128/254 C
UMA • EN • GABOR SZIKSZAI

Faithless Looting 2



Sorcery 

Draw two cards, then discard two cards.

Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

"Avacyn has abandoned us! We have nothing left except what we can take!"

128/254 C
UMA • EN • GABOR SZIKSZAI

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

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

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

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

Anger of the Gods 1 2 2



Sorcery 

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

There was no reason to pray. This was already an act of the gods.

Noah Bradley

122/249 U
MM2 • EN • CHRISTOPHER MOELLER

Anger of the Gods 1 2 2



Sorcery 

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

There was no reason to pray. This was already an act of the gods.

Noah Bradley

122/249 U
MM2 • EN • CHRISTOPHER MOELLER

Assassin's Trophy 



Instant 

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

A power vacuum for the Azorius. A keepsake for Vraska.

152/259 R Story Spotlight
GRN • EN • STEVE MCKINNON

mtgstory.com

122/249 U
MM2 • EN • CHRISTOPHER MOELLER

Assassin's Trophy 



Instant 

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

A power vacuum for the Azorius. A keepsake for Vraska.

152/259 R Story Spotlight
GRN • EN • SEB MCKINNON  mtgstory.com
™ & © 2018 Wizards of the Coast

Assassin's Trophy 



Instant 

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

A power vacuum for the Azorius. A keepsake for Vraska.

152/259 R Story Spotlight
GRN • EN • SEB MCKINNON  mtgstory.com
™ & © 2018 Wizards of the Coast

Blood Moon 



Enchantment 

All non-basic lands are now basic mountains.
Heavy light flooded across the landscape, cloaking everything in deep crimson.

Illus. © 1994 Tom Wänerstrand

Blood Moon 



Enchantment 

All non-basic lands are now basic mountains.
Heavy light flooded across the landscape, cloaking everything in deep crimson.

Illus. © 1994 Tom Wänerstrand

Collective Brutality 



Sorcery 

Escalate—Discard a card. (Pay this cost for each mode chosen beyond the first.)
Choose one or more —

- Target opponent reveals his or her hand. You choose an instant or sorcery card from it. That player discards that card.
- Target creature gets -2/-2 until end of turn.
- Target opponent loses 2 life and you gain 2 life.

085/205 R
EMN • EN • JOHANN BODIN ™ & © 2016 Wizards of the Coast

Collective Brutality 



Sorcery 

Escalate—Discard a card. (Pay this cost for each mode chosen beyond the first.)
Choose one or more —

- Target opponent reveals his or her hand. You choose an instant or sorcery card from it. That player discards that card.
- Target creature gets -2/-2 until end of turn.
- Target opponent loses 2 life and you gain 2 life.

085/205 R
EMN • EN • JOHANN BODIN ™ & © 2016 Wizards of the Coast

Collective Brutality 



Sorcery 

Escalate—Discard a card. (Pay this cost for each mode chosen beyond the first.)
Choose one or more —

- Target opponent reveals his or her hand. You choose an instant or sorcery card from it. That player discards that card.
- Target creature gets -2/-2 until end of turn.
- Target opponent loses 2 life and you gain 2 life.

085/205 R
EMN • EN • JOHANN BODIN ™ & © 2016 Wizards of the Coast

Engineered Explosives 



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 ™ & © 2018 Wizards of the Coast

Engineered Explosives 



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 ™ & © 2018 Wizards of the Coast

Ingot Chewer 4



Creature — Elemental

When Ingot Chewer enters the battlefield, destroy target artifact.

Evoked (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters the battlefield.)

Elementals are ideas given form. This one is the idea of "smashitude."

3/3

135/254 C
UMA • EN • KEY WALKER
™ & © 2018 Wizards of the Coast

Surgical Extraction



Instant

(can be paid with either or 2 life.)

Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles his or her library.

099/249 R
MM2 • EN • STEVEN BELLEDIN
™ & © 2015 Wizards of the Coast

Surgical Extraction



Instant

(can be paid with either or 2 life.)

Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles his or her library.

099/249 R
MM2 • EN • STEVEN BELLEDIN
™ & © 2015 Wizards of the Coast